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NINTENDO POWER

DONKEY KONG COUNTRY

EVERYONE E ESRB

ADVANCE WARS 2: BLACK HOLE RISING

EVERYONE E ESRB

Mild Violence

The magazine cover features the title "NINTENDO POWER" at the top left. The main image is a collage of scenes from the game "Donkey Kong Country", including Donkey Kong and Diddy Kong riding barrels, and a small screenshot of the game. Below this is the title "DONKEY KONG COUNTRY" in large, colorful letters. At the bottom is the title "ADVANCE WARS 2: BLACK HOLE RISING" with its own ESRB rating. The background of the cover is a fiery, orange-red gradient.

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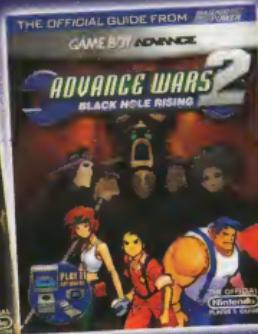
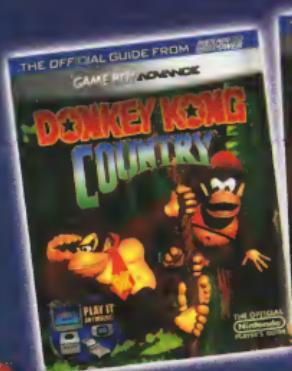


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POWER

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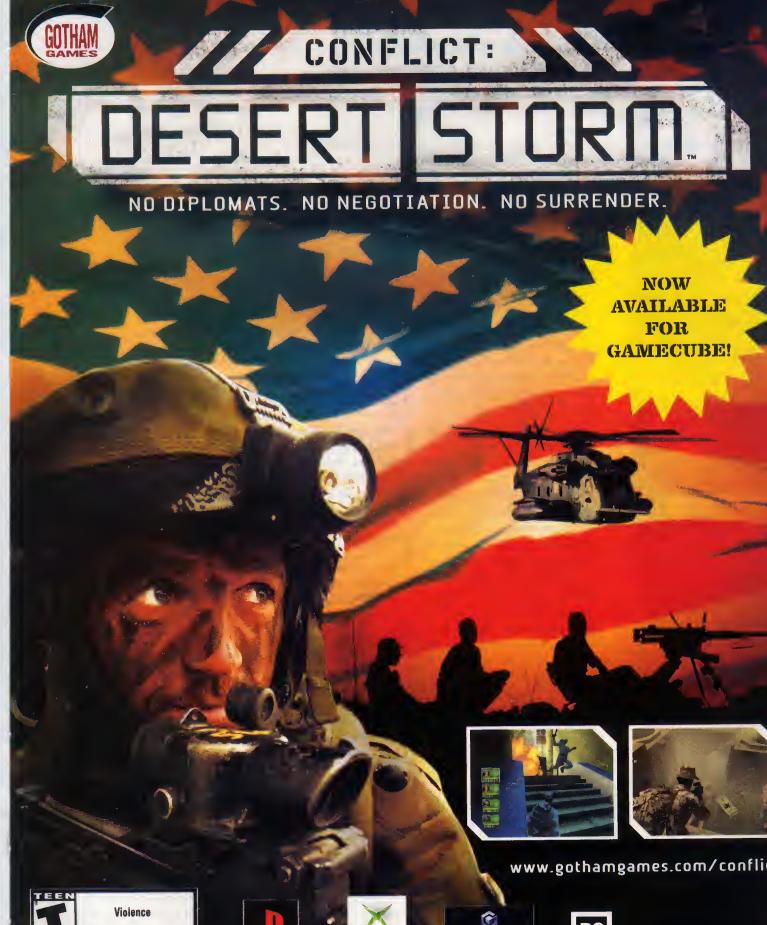
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PLAYER'S PULSE



The world's love for *Pokémon* is going strong—as you'll notice, *Pokémon* practically took over this month's *Player's Pulse*! That's not all you'll find, though—we've also sprinkled in a dash of game play help, a pinch of tecate talk, and a hint of upcoming-game news. It's a jam-packed *Player's Pulse*!

RPG FANS REJOICE!

I noticed that the RPGs on the GCN are only 1-player. My friend and I are wondering why the game creators don't include a 2-, 3- or even 4-player option in RPGs where players would each control a different character. I remember back in the Super NES days when my friend and I would play games like *Final Fantasy 3* and *Secret of Mana*—we would have so much fun with the 2- or 3-player option! I think it's a great way to make a turn-based RPG a great multiplayer game instead of having one player controlling the game while the other person watches. I'm no expert in game programming, but it must be fairly simple to incorporate into a game. I heard Nintendo is working on some RPGs and it would make me, my friends, and probably all gamers happy if you could place this option in your games.

Yan_X

Via the Internet
The multiplayer options in some of the classic RPGs are close to our hearts here at NP, too. It seems like the idea is finally coming back into popularity. *Final Fantasy: Crystal Chronicles*, the much anticipated RPG for the GCN, will feature two-, three- and four-player options. We hope the title will help satisfy every gamer's thirst for the long-endangered multiplayer RPG.

NP RULES & REGULATIONS

One day I read the contest rules and I see that Quebec (Canada) and Puerto Rico could not be accepted. Can you tell me the

reasons for this action? That's a lot of people left out.

Adam Scott

Via the Internet

We've been receiving quite a few letters and e-mails lately about that subject, so here's the skinny on our contest and sweepstakes rules: Every state, province and U.S. territory has its own laws regarding "games of chance." NP must comply with the laws. The laws that govern sweepstakes and contests (considered games of

chance) in Quebec and Puerto Rico, prevent us from including our readers from those areas. If you reside in Quebec or Puerto Rico and have any questions or concerns regarding your province's or territory's gaming laws, please contact your local government office.

Do you accept artwork submitted by e-mail? And also, for us less talented in freehand, do you accept computer-generated artwork?

Nathan Plowman

Via the Internet

NP can't accept any e-mail attachments, but we'll accept computer-generated artwork as long as it is original and sent in via regular mail. Please read the *Player's Pulse* Art of the Month Official Contest Rules in the 411 section to find out more.

TIDBITS

How many e-Reader cards would it take to equal the data in one GCN disc?

Azleven

Via the Internet

We think you have way too much time on your hands, but here's the answer. An e-Reader card can hold up to 24 kilobytes of data; a GCN disc can hold up to 1.5 gigabytes. It would take roughly 62,000 e-Reader cards to equal the data on one GCN disc. Now that's a lot of swiping!



LETTER OF THE MONTH

My ultimate *Pokémon* would be Mimew. Or, in other words, baby Mew (the pre-evolution of my favorite *Pokémon*, Mew). I mean, come on! Mew is so cute and powerful—imagine a baby version (a baby legendary at that). Here is what Mimew would be like:

Name: Mimew
Evolution: Mew

Pre-evolution: None
Species: New Species

Appearance: Looks pretty much like Mew, except smaller. Mimew has a longer tail, smaller ears and is pastel blue in color. The shiny version of Mimew is white.

Description: Mimew can learn all TMs, but only a few HMs. It learns Confusion, Light Screen, Metronome and Pound. All of its stats are high, but Special Attack and Speed are the highest. In order to evolve into Mew, Mimew must be at least level 25, have 200 Happiness, 20 Cute, 10 Cool, 20 Smart and 10 Beauty.

Pokédex Description: Mimew is the newly discovered pre-evolution of the legendary *Pokémon*, Mew. Legend has it that Mew was lost in time and sent back to its ancient state. Mimew is very sensitive to children's emotions and will only appear to a Trainer with a pure heart.

WindiaAngel

Via the Internet

What a great idea for a *Pokémon*! You've obviously spent a lot of time creating every detail for Mimew. Some of the best *Pokémon* come from your imagination—check out your fellow readers' ultimate *Pokémon* ideas on pages 11 and 12.

nintendopower.com



PRINCESS PIKABELLECHU



Princess PikaBelleChu sent us an amazing 48-page photo album of her *Pokémon*- and *Nintendo*-inspired costumes. The talented costumer resides in Florida, where she brings her original ideas to life. Princess PikaBelleChu also sent beautiful sketches of every costume—thank you! Check out her elegant Queen PikaBelleChu costume. Impressive!



I caught a level-6 Nincada in Petalburg Woods was to get a Shedinja. Will Ninjask ever evolve? If so, where and how?

Jimmy Yubas

Via the Internet

Sadly, your beloved Ninjask will never evolve—only Nincada can evolve into Shedinja. Getting a Shedinja is very tricky! Here's what to do: When your Nincada reaches level 20, you must have at least one Poké Ball in your inventory and no more than five *Pokémon* in your party (counting Nincada)—your Nincada will evolve into Shedinja.

I have been on the lookout for a Feebas to evolve into a Milotic in *Pokémon Sapphire*. The other day I finally caught a Feebas. I've been feeding it PokéBlocks to make its Beauty go up so I could evolve it into a Milotic. By the time I got it to a pinch from 100% Beauty, my Feebas wouldn't eat any more PokéBlocks. I'm discouraged by this. Please help!

Garbie Singh

Via the Internet

It's even simpler than transferring! When you play a *Game Boy* game through the *Game Boy* Player, you save your *Game Boy* game as you normally would to the *Game Boy* Game Pak itself.

EVOLUTION ANCST

My best *Pokémon*, a level-46 Ninjask, won't evolve into a Shedinja! The only reason

virgy_1

Via the Internet

Another sad *Pokémon* story—you're on the right track, but your Feebas won't evolve. Once a *Pokémon* has had its fill of PokéBlocks, it won't eat any more. Feed a new Feebas (with a Mild, Modest, Quiet or Rash nature) PokéBlocks made from Dry berries (which raise Beauty) with low *Food* ratings and high levels to make the most of your PokéBlocks.

THE ULTIMATE POKÉMON

My ultimate *Pokémon* would be 10 feet tall with razor sharp claws. He'd have black scales and red wings and his eyes would be dark blue. His type would be Fire. He'd have attacks like Fire Spin and Scratch. I could also have him chase my sister (yeah!).

Sam Benjamin

Connecticut

You'd chase your sister with that thing?! Wow, what'd she do? Beat you one too many times at Super Smash Bros. Melee?



My Pokémon is called Dragoon. It's Dark-and-Dragon-type. Dragoon's big teeth, claws and horns are great for using



needed—from a can opener to a bubble-gum bazooka.

*Del Harrison
North Carolina*



against enemies! The spike ball on its tail is pretty heavy, so it's also good in battles. The only problem is that it's so heavy that Dragoon sometimes has trouble holding it up!

*Betsy Vogel
Via the Internet*

My all-time favorite [created] Pokémon is a fire pegasus, and my namesake, Megadash. Megadash is the evolved form of Raplashard and, in my opinion, the ultimate Pokémon because it doesn't follow old stereotypes. Unlike most Fire-type Pokémons, Megadash has blue and white flames instead of red, yellow and orange ones.

*Christina (a.k.a. Megadash)
Via the Internet*

My ultimate Pokémon's name is Cardega and he's a Dragon-and-Dark-type Pokémon.



*Bryan Haag
Ohio*

My mind has been racing with the names of every Pokémon I've created. I finally decided on one of my most recent creations—Ashp. Ashp is a Fire-type Pokémon that looks like a black snake with red eyes that is flaming from its head all the

way down its back. It evolves into Flamba, who later evolves into Copperheat—but are Fire-and-Poison-types.

*Holden Kosaly-Meyer
Via the Internet*



those smooth spots on its horn on top of its head. I hope you like the lil' guy as much as I do!

*Steven J. Grenleski
Georgia*

My ultimate Pokémon would be Gizmadome! It would be awesome! It would be impossibly smart and would seemingly always have the "gizmo" that's

My ultimate Pokémon would be a giant 35-foot dragon with four pairs of wings. It would slash other Pokémons with its claws. It would have no legs, and have spikes running down its spine. It would crush its



opponents with the giant spike on its tail. Its eyes would be yellow, its skin green and its stomach gold. Its name would be Draclawring and it would have a crown on its head.

*Ernesto Barraza-Valdez
Arizona*

My first ultimate Pokémon would be a big ink-like Pokémon that could change its shape into anything it (or the Trainer) wanted. I would call it Morpheron and it would be really rare. My second ultimate Pokémon would be an evolution of Aggron who would be bigger and could stand on its hind legs. It would have large

spikes and steel armor and would roll at its foes.

*Troy Chryssos
Via the Internet*

Similar to Mewtwo, Dragyd was genetically created, but it was too smart and broke out of the lab. Dragyd fled to a forest where it multiplied. Dragyd evolves into Chryssali and then into Dargon. Dragyd terrifies passersby with its annoying laugh and its knack for stealing items. When it evolves into Chryssali, some people say they can see a dark dragon shape inside a blue mist cloud. Little is known about the Pokémon. The final



stage of Dragyd, Dargon, is one of the world's scariest Pokémons. Unless the owner has the Dragon Badge, Dargon will never obey them.

*Peter F. Harjung
Ohio*

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WRITE AWAY, RIGHT AWAY

Many gamers dream of one day getting the chance to sit down and talk with their favorite game developer. If you had one afternoon to spend chatting with a game developer, who would you choose, why would you choose that developer, and what questions would you have for him or her? Send your answers to the addresses displayed in the 411 section on page 142.

12.2001

Space epic storms
Japanese arcades...
becomes #1 shooter
of the year

09.2002

The phenomenon
hits home on Sega's
Dreamcast...overseas

04.2003

The cult hit comes
to the U.S. for the
first time...



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POWER CHARTS.169

Nintendo GameCube

TOP-SELLING GAMES* NINTENDO GAMECUBE		PRIM POSITION	MONTHS ON CHART
1	THE LEGEND OF ZELDA: THE WIND WAKER	•	1
2	MARIO PARTY 4	2	6
3	SUPER SMASH BROS. MELEE	3	16
4	METROID PRIME	1	5
5	STAR FOX ADVENTURES	7	7
6	SONIC ADVENTURE 2: BATTLE	15	11
7	ANIMAL CROSSING	8	7
8	RESIDENT EVIL ZERO	5	5
9	LUIGI'S MANSION	14	13
10	THE LORD OF THE RINGS: THE TWO TOWERS	4	3
11	NBA 2K3	•	1
12	SSX TRICKY	•	4
13	SONIC MEGA COLLECTION	11	5
14	THE SIMS	•	1
15	SUPER MARIO SUNSHINE	10	8
16	DEF JAM VENDETTA	•	1
17	TURDO: EVOLUTION	•	2
18	NASCAR THUNDER 2003	17	2
19	TY THE TASMANIAN TIGER	18	2
20	NBA LIVE 2003	19	2

*Sales data courtesy of the NPD/Finworld TRSTS Video Game Source.

Future Release



MOST WANTED

	PLATFORM	PRIM POSITION	MON. ON CHART
1	FINAL FANTASY: CRYSTAL CHRONICLES	OPEN	1
2	HARVEST MOON: A WONDERFUL LIFE	GCN	3
3	RESIDENT EVIL 4	GCN	•
4	KILLER 7	GCN	5
5	DIRTY HATCHER & THE GIANT EGG	GCN	•

*Player's Choice and Most Wanted information courtesy of the NP Chart.

With over 800,000 units sold, The Legend of Zelda: The Wind Waker was the top-selling game in March for any console. In other news, Soul Calibur II recently arrived at the NP offices and as you can see, our souls still burn.

PLAYER'S CHOICE* NINTENDO GAMECUBE

	PRIM POSITION	MONTHS ON CHART
1	SOUL CALIBUR II	• 1
2	THE LEGEND OF ZELDA: THE WIND WAKER	1 5
3	VIEWTIFUL JOE	• 1
4	LOST KINGDOMS II	13 3
5	METROID PRIME	2 12
6	BURNOUT 2: POINT OF IMPACT	5 2
7	IKARUGA	3 3
8	SKIES OF ARCADIA LEGENDS	4 7
9	WARIO WORLD	11 2
10	ENTER THE MATRIX	• 1
11	TOM CLANCY'S SPLINTER CELL	14 2
12	RED FACTION II	6 2
13	RESIDENT EVIL ZERO	16 8
14	TIGER WOODS PGA TOUR 2003	9 4
15	NBA STREET VOL. 2	• 2
16	ANIMAL CROSSING	10 12
17	ETERNAL DARKNESS: SANITY'S REQUIEM	17 7
18	PHANTASY STAR ONLINE: EPISODE I & II	• 9
19	THE LORD OF THE RINGS: THE TWO TOWERS	8 7
20	NHL HITZ 20-03	18 4

*Player's Choice and Most Wanted information courtesy of the NP Chart.

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Michael, Wal-Mart Customer



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POWER CHARTS.169

Game Boy

Pikachu lives! Pokémon fever returns this month as Ruby and Sapphire debut at the top of the Game Boy sales chart. Joining Kyogre and Groudon are fellow newcomers Driver 2 Advance, Sonic Advance 2 and Godzilla: Domination!

KEY:

GAME BOY ADVANCE GAME BOY COLOR

PRIOR POSITION MONTHS ON CHART

TOP-SELLING GAMES* GAME BOY		
1	POKÉMON RUBY	• 1
2	POKÉMON SAPPHIRE	• 1
3	DRIVER 2 ADVANCE	• 1
4	YU-GI-OH!: DUNGEON DICE MONSTERS	1 2
5	THE LEGEND OF ZELDA: A LINK TO THE PAST/FOUR SWORDS	3 4
6	SONIC ADVANCE 2	• 1
7	NAMCO MUSEUM	• 2
8	GODZILLA: DOMINATION!	• 1
9	FROGGER'S ADVENTURES: TEMPLE OF THE FROG	• 2
10	SUPER MARIO WORLD: SUPER MARIO ADVANCE 2	8 15

*Sales data courtesy of the NPD/Univision TRTS Video Game Source.

PLAYER'S CHOICE*
GAME BOY

PRIOR POSITION MONTHS ON CHART

PLAYER'S CHOICE* GAME BOY		
1	FINAL FANTASY TACTICS ADVANCE	• 1
2	GOLDEN SUN: THE LOST AGE	1 4
3	CASTLEVANIA: ARIA OF SORROW	2 3
4	WARIO WARE, INC.: MEGA MICROGAMES	4 3
5	ADVANCE WARS 2: BLACK HOLE RISING	3 2
6	THE LEGEND OF ZELDA: A LINK TO THE PAST/FOUR SWORDS	5 12
7	POKÉMON RUBY AND POKÉMON SAPPHIRE	7 5
8	METROID FUSION	6 12
9	LUNAR LEGEND	8 6
10	CAR BATTLETRIO JOE	9 7

*Player's Choice and Most Wanted information courtesy of the NPD Krew.



Nintendo GameCube bundle includes
Metroid Prime game pak
Available while supplies last
\$149.99

PRODUCTS RANGE FROM
\$149.99 TO \$199.99
RP-T
RP-160**WAL-MART**
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GAME WATCH

THE INSIDE SOURCE FOR NINTENDO NEWS & PREVIEWS

THE SPOTLIGHT

Star Fox



What heva Nenmo and Fox McCloud been up to? Take a look at our high-flying screen shots of the upcoming GCN game to find out.

Beyond Good & Evil



Ubi Soft provides plenty of eye candy for this month's gallery. Beyond Good & Evil looks lovely and pernicious at the same time.

Dragon Ball Z: The Legacy of Goku II



The Legacy of Goku returns to GBA with a second game that's even bigger than the first. It's a DBZ fan's dream.

Army Men RTS



Real-time strategy will invade the world of plastic army men when 3DO's Army Men RTS comes to Nintendo GameCube this summer.

Kirby Air Ride



Kirby is coming to Nintendo GameCube this year in a blaze of pink speed. Take a peek at the action.

Pirates of the Caribbean



Sword duels, treasure hunts and sea battles between cannon-firing ships are all a day's work for Pirates of the Caribbean.



Universal Interactive brings The Hulk to Nintendo GameCube this summer in a brawler that's bound to be all the rage. Tearing buildings apart and throwing the rubble at bad guys have never been so much fun.

THE GAMING NEWS FOR JUNE 2003

BUNDLES OF JOY

Nintendo will put together the sweetest GCN bundle deal yet. Beginning May 4th and continuing through July, Nintendo GameCube purchasers get to choose one free game: The Legend of Zelda: The Wind Waker, Metroid Prime, Star Fox Adventures or Mario Party 4. The deal becomes even sweeter beginning May 25th, when GCN buyers will get a free game and a free demo disc full of playable demos, tons of videos of upcoming GCN titles and more goodies.

THE CHOICE IS YOURS

Value-minded gamers take note—the Nintendo GameCube Player's Choice series is expanding to include select third-party titles at manufacturer's suggested retail prices of \$19.99 to \$29.99. The first third-party games to join the club are Spider-Man, James Bond 007: Agent Under Fire, Resident Evil, Sonic Adventure 2: Battle and Star Wars Rogue Squadron II: Rogue Leader.

THE BIG HEAD AT RETRO

Retro Studios has a new president, Michael Kelbaugh—a long-time game-quality guru at Nintendo of America—takes the reins at Retro to oversee the production of Metroid Prime 2. Actually, his head is just the right size, and we think he'll be a perfect fit.

R&D IN TOKYO

Nintendo has announced the creation of a new research and development facility in Tokyo to develop unique, first-party games for Nintendo's consoles. Establishing the new studio is one of many new initiatives that Nintendo is undertaking to bring gamers the best interactive experiences in the world.

X-CITEMENT FOR ACTIVISION'S LEGENDS

Imagine training your own team of X-Men and leading them into battle against the Sentinels and the Brotherhood of Mutants. In X-Men: Legends for GCN, you'll have to use teamwork and the unique abilities of your X-Men to accomplish goals. Activision even plans a four-player cooperative mode for the real-time RPG. The only downside is that you're going to have to wait until 2004 to run your own mutant academy.

SONIC BOONS

Eric the Hedgehog has two new appearances scheduled on Nintendo consoles. In Sonic Heroes for Nintendo GameCube, the blazing blue rodent and pals Knuckles and Tails are united in one character with the abilities of each of the individuals. Players will switch between abilities to navigate the vast platform world. Sonic Battle for GBA is an action-fighter with eight Sonic characters and multiplayer Game Link features.

QUIDDITCH, ANYONE?

If you have what it takes to block a Bludger or grab the Golden Snitch, then Harry Potter: Quidditch World Cup from EA is likely to be your cup of tea. Players will join one of the four Hogwarts House teams and play for the Hogwarts Cup and the chance to go to the international Quidditch World Cup. Nintendo GameCube and Game Boy Advance versions of Quidditch World Cup are coming this fall.



TURTLES IN TROUBLE

The Teenage Mutant Ninja Turtles would rather gobble pizza than track villains through the sewers of New York, but when trouble is afoot the foursome swings into action. Konami's graphics for the GBA harken back to the comic book origins of the Turtles. Players will master the skills of their favorite ninja turtle, then take the hurt to Shredder. It all happens this fall.



BLITZ AND HITZ GO PRO

Controversy often surrounds pro sports, but it rarely surrounds sports video games. Midway may have opened a can of worms with a radical shift in emphasis for its popular NFL Blitz and NHL Hitz franchises. NFL Blitz Pro and NHL Hitz Pro are edging toward mainstream sport simulations with full squads and real league rules. Midway assures us that the hard-hitting action—the trademarks of both games—won't suffer.

An early look at the titles suggests the games may strike just the right balance between reality and outrageousness. Midway says the new direction will make the games "better than real." See for yourself this fall.



SUFFERING A LIFE SENTENCE

In The Suffering for GCN, Midway opens the door to survival-horror action and pushes you inside. As a convicted murderer named Torque, players attempt to survive nine levels of blood-thirsty monsters and other horrors. Torque is tormented by flashbacks that portray the events leading up to his arrest, and his psyche is so unbalanced that he can transform into a hideous beast when his rage builds to a sufficient level. He's not a happy camper. Players will begin serving time—more than 20 hours of game play—this fall.



WHEN DINOSAURS WALK THE GCN

In DinoTopia, humans and dinosaurs work and play in peaceful coexistence—until the harmony is shattered by a band of human ingrates and carnivorous dinosaurs bent on causing trouble. TDK's DinoTopia: The Sunstone Odyssey is the tale of Drake Gemini, who must vanquish the baddies and restore order. He flies on a Slybox and fights using a mechanical Strutter in the expansive GCN action-adventure coming this summer.



CORNER ON THE NEWS

This month's Nintendo Power is overflowing with gaming news. Ubi Soft will release the Game Boy Advance version of Batman: Rise of Sin-Tzu (shown here) and a GCN version this fall. Ubi Soft also announced that Tom Clancy's Rainbow Six: Raven Shield for GCN is coming this year. EA has announced Need for Speed Underground for both GCN and GBA, and Bionicle: The Game for GCN, GBA and Game Boy Advance based on *The Cat in the Hat* movie are in development at Vivendi Universal as is Spyro: Attack of the Rhynocs for Game Boy Advance. This month's *BP* preview on page 30 has even more news.



JUNE GALLERY OF GAMES

The June gallery highlights of 11 extraordinary games. Kirby has an all-new angle on racing while Mario takes another swing at golf. We also have initial glimpses of Star Fox, NARC, Bionic, Beyond Good & Evil and an RPG featuring Mario and Luigi for Game Boy Advance.



Shrek: Reekin' Havoc

Shrek and Fiona and the crew are back for another platform adventure on GBA. Play control is sharp thanks to the same development team that created *Hassle in the Castle*.



Kirby Air Ride

Kirby has the need for speed in his GCN debut. You'll encounter enemies on every track—swallow them to gain their powers, and use Kirby's new skills to take the lead. Up to four players can race.



Mario Golf: Toadstool Tour

When Mario and his friends return to the links this summer, they'll find that the most recent golf courses have water hazards, but what about Chomp hazards? You'll find courses like these only in the Mushroom Kingdom. There are conventional courses, as well, and two ways to swing the club. Playing singly or as a foursome, it's a grand tour.



XGRA

XGRA is the future equivalent of NASCAR—you control all heavy gravity race events. There are sponsors, rivalries and six types of races.



Bionic

LEGO and EA Games send you to the world of

Bionicles in a 3-D adventure. Players can build and operate their own Bionic mechanisms.

Combat the notorious K.R.A.K. drug cartel in Midway's third-person action-shooter. The game takes you around the globe.



Mario & Luigi

This fall, players will go on an epic quest with Mario and Luigi. You can control each brother individually or as a team.



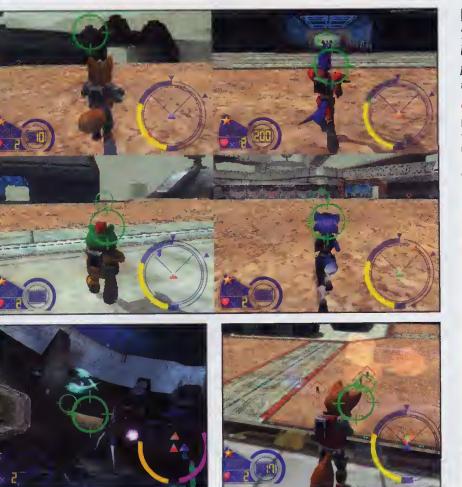
Ice Nine

One of the smoothest first-person shooters ever to grace the GBA, *Ice Nine* takes you through cover-tops training and into the field.



Rock 'n' Roll Racing

Interplay's classic racer for the Super NES is reborn as an exceptional racing experience for GBA. Win money and buy new cars.



Star Fox

Players choose whether to battle through levels flying their Arwing, driving a Landmaster Tank or hoofing it on the ground. Namco's take on *Star Fox* includes solo missions and multiplayer modes.



Beyond Good & Evil

Michel Ancel, the creator of *Rayman*, wanted to build an immersive world like no other. You'll witness the culmination of his dream this fall when *Beyond Good & Evil* is released for GCN. The game combines action, adventure and role-playing elements. Jade, the protagonist, is a free agent, able to explore her world on foot or in vehicles. The screen shots are amazing, and what we've seen of the game suggests that *Beyond Good & Evil* may be one of the surprise hits of the year.



DEVELOPER PROFILE

This month we bring you the insights of Eric Lunderberg—the cocomposer for *Enter the Matrix*—on the process of creating the video game's remarkable musical score.

GW: How would you describe the *Matrix* music style?

EL: Enter the Matrix draws on a variety of styles: it is the driving motor rhythms of minimalism. It is motivic, cellular and machinelike. Next, the instrumental and harmonic techniques of avant-garde modernism support strange and dangerous situations. Finally, thematic-based music reveals character and emotion.

GW: The music incorporates a lot of genres—from orchestral to techno. What makes you decide on a genre for a particular situation?

EL: My job was to adapt and incorporate the music from the original film, *The Matrix*, for the game and cinematics [animated motion pictures], and since the genre is orchestral form the get-go that was my sound palette. Decisions about where and when to employ techno music were in the hands of the Wachowskis brothers.

GW: What is your process for working with the Wachowskis?

EL: They know what they want. The Wachowskis were very involved with the cinematics and gave me feedback, but there were no long discussions. The basic assumption all along was that the music would be derived from *The Matrix*, *The Matrix: Reloaded* and the *Animatrix* animates to guarantee the continuity between the various projects.

GW: What are the differences between scoring music for movies and scoring music for games?

EL: Game music is designed to enhance and sustain action, while film music contains a varied range of emotional experience. In film, the entire experience is an unfolding: The music is typically composed in smaller sequences but is ultimately combined into a single wave with a beginning, middle and end, following the evolution of the film. In composing game music, the image is a kaleidoscope. Game-play music is designed to fit various actions—the walk, the chase, the fight—and various moods—impending danger, suspense, victory. Each is scored differently within the many levels of the game and is typically longer, lasting from 90 seconds to five minutes in duration. The music must enhance the game play and be able to be endlessly combined in different ways, depending on the actions of the player. In game playing, the player has a hand in creating the ultimate experience.

GW: How do you plan for the fact that gamers may hear a piece of music for a few minutes if they navigate an area quickly and they'll hear it for a much longer period if they take their time or get lost?

EL: That's one of the challenges for the composer. If the game player takes an unusually long time in a particular level, the music has a way of getting stuck. The beginning of the game music must be able to fit into the game music must be taken into account. The game player is actually being shadowed, so to speak, by an integrated music system (IMS) that senses what the player is up to at any given moment. When something changes in the environment either through action on the part of the player or some surprise attack by an enemy, the IMS triggers music designed for the new state of affairs. So, the plan is determined by the kinds of music required for all the various environments and levels.

GAME WATCH FORECAST

ATARI

GAME BOY ADVANCE

GW: Does the matter of whether a scene or a game level takes place in the Matrix or in the real world influence your musical decisions? If so, how?

EL: I was mainly concerned with the emotional tone or feeling that needs support, whether the player is in the Matrix or not.

GW: What is your musical focus? Emotion? Character? Environment? Action?

EL: Good question. All are important, depending on the primary goal of the score.

GW: How do you produce the game music?

EL: I develop the material after the specific approach to a scene has been greenlighted. Since the musical material is derived from the original score to The Matrix, The Matrix Reloaded and the Animatrix anime Matrix The Final Flight of Osiris, all the music is orchestral. Producing the soundtrack for great—post—production of pre-existing material and get the right, any kind of band, 75 different bands can produce. The major difference here was that we recorded 172 minutes of music, so it was a bigger thrill. Most film scores are around 90 minutes.

GW: A lot of establishing shots are accompanied by the same sparse horn refrain. How did you develop that? What made it feel right?

EL: The horns are used to establish a mood, and the contrasting brass swells are integral to the Matrix sound.

GW: Are you a video game player? If so, have your game-playing experiences influenced the way that you compose for games?

EL: I do play games and I am sensitive to how the music is working. Of course, I like to give game players a lot to play with, a sonically rich experience for them.

GW: What composers have inspired you the most? Why?

EL: Don Davis for his extraordinary art and talent and the power of his musical imagination. John Williams for his melodic invention and memorability, consistently high standards and astonishing achievements. Jerry Goldsmith for his deft use of modernist techniques. Bruce Broughton for his great skill and immense talent. Thomas Newman for his subtle and unique voice.



NINTENDO GAMECUBE

100% AVALANCHE: THE ADVENTURES OF JET MUNITION	HAVEN: CALL OF THE KING	POPKORN CONFESSION: THE POWERPUFF GIRLS
ALIAS: JET FUSION	HIDDEN INVASION	PRINCE OF PERSIA: THE SANDS OF TIME
ACUANAME: BATTLE FOR ATLANTIS	HIGHWAY BASEBALL 2003	SPIDER-MAN: SPIDER-SHIELD
ADMIRAL: JET FUSION	INTERMISSION: JET ASSASSIN	RALLY CHAMPIONSHIP
ADMIRAL: MEN RTS	THE HOBIT	RESIDENT EVIL 4
BAD BOYS II	HOT WHEELS: WORLD RACE	REVIEW
BATIMBOTS: THE SHREWD SIDE OF SHIZU	THE IMMORTAL WARRIOR	ROCKET POWER: ZERO GRAVITY ZONE
BATIMBOTS	THE ITALIAN JOB	ROGUE OPS
BEYOND GOOD & EVIL	JACKED	ROLLING STONES
BIG BANG: THE JET JET JET	JIMMY NEUTRON: JET FUSION	THE SPY WHO LIKED TO RUN
BILLY MATCHER & THE GIANT EGG	JOHNNY MOSTLEY: MAD TRICK	SONIC ADVENTURE DX
BIONICLE	KILLER 7	SOULSLINGER II
THE CAT IN THE HAT	KILLER AIR RIDE	SPAWN
CRASH NITRO KART	THE LEGEND OF ZELDA: FOUR SWORDS	SPEED KINGS
COUGAR TIGER: HIDDEN DRAGON	LEGENDS OF WRESTLING 3	SPONGEBOB SQUAREPANTS
CRUSIN' NOVA: HIDDEN DRAGON	COUGAR TIGER: HIDDEN DRAGON	SSX 3
DEAD PHOENIX	DEAD OR ALIVE 3	STAR FOX
DEADLY DOOMA	DEADLY DOOMA	STAR WARS: ROGUE SQUADRON II: REBEL STRIKE
DINOHOPA	DEADLY DOOMA BANZAI	STAR WARS: THE CLONE WARS
DISNEY P/P/AR: FINDING NEMO	DEADLY DOOMA: MADNESS	STREET HOOPS
DISNEY'S THE LION KING: ADVENTURE	DEADLY DOOMA: MADNESS	STREET KINGS
DISNEY SPORTS MOTOCROSS	DEADLY DOOMA: MADNESS	THE ADVENTURE SYNDICATE
DISNEY SPORTS SNOWBOARDING	DEADLY DOOMA: MADNESS	THE SUFFERING
DISNEY'S THE LION KING: DUNGEONS & DRAGONS HEROES	DEADLY DOOMA: MADNESS	THE TOWER AND THE POWERS
ENCANTO	DEADLY DOOMA: MADNESS	THE TOWER AND THE POWERS
EXTRAORDINARY FORCES: GRANT CITY ANTI-CRIME	DEADLY DOOMA: MADNESS	THE TOWER AND THE POWERS
THE FAMILY OOPARENTS: THE FAMILY OOPARENTS	DEADLY DOOMA: MADNESS	THE TOWER AND THE POWERS
DA FUNK	DEADLY DOOMA: MADNESS	THE TOWER AND THE POWERS
FINAL FANTASY: CRYSTAL CHRONICLES	DEADLY DOOMA: MADNESS	THE TOWER AND THE POWERS
THE FORGOTTEN: THE APOLCALYPSE	DEADLY DOOMA: MADNESS	THE TOWER AND THE POWERS
FREAKY FLYERS	DEADLY DOOMA: MADNESS	THE TOWER AND THE POWERS
FREESTYLE METAL X	DEADLY DOOMA: MADNESS	THE TOWER AND THE POWERS
FREESTYLE METAL X	DEADLY DOOMA: MADNESS	THE TOWER AND THE POWERS
GALEFORCE: DEFENDERS OF THE OUTER	DEADLY DOOMA: MADNESS	THE TOWER AND THE POWERS
DIMENSION	DEADLY DOOMA: MADNESS	THE TOWER AND THE POWERS
GALEFORCE: ISLANDS OF MYSTERY	DEADLY DOOMA: MADNESS	THE TOWER AND THE POWERS
GEIST	DEADLY DOOMA: MADNESS	THE TOWER AND THE POWERS
GLADIATOR	DEADLY DOOMA: MADNESS	THE TOWER AND THE POWERS
GLADIATOR	DEADLY DOOMA: MADNESS	THE TOWER AND THE POWERS
GODKING: COMMANDER: UNLEASH THE HORDE	DEADLY DOOMA: MADNESS	THE TOWER AND THE POWERS
GOONIE RUMBLE	DEADLY DOOMA: MADNESS	THE TOWER AND THE POWERS
GRANITE: GAMES: BIKE: STREET: VERT: DIRT	DEADLY DOOMA: MADNESS	THE TOWER AND THE POWERS
HARRY POTTER: QUIDDITCH WORLD CUP	DEADLY DOOMA: MADNESS	THE TOWER AND THE POWERS
HARVEST MOON: A WOONDERFUL LIFE	DEADLY DOOMA: MADNESS	THE TOWER AND THE POWERS
HAMITON: MAHOGANY	DEADLY DOOMA: MADNESS	THE TOWER AND THE POWERS

GAME BOY ADVANCE

A SONG OF THUNDER	HOT WHEELS: WORLD RACE	HOT WHEELS: WORLD RACE
ADVANCE WARS 2: BLACK HOLE RISING	HYPERSPACE DELIVERY BOY	HYPERSPACE DELIVERY BOY
AN AMERICAN TAIL: FEIFEI'S GOLD RUSH	ICE AGE	ICE AGE
AN AMERICAN TAIL: FEIFEI'S GOLD RUSH	THE INCREDIBLE HULK	THE INCREDIBLE HULK
ARMED ASSAULT: SHIZU	LETT'S GO!	LETT'S GO!
BLACKTHORN	LETT'S GRIND	LETT'S GRIND
BLOODRAYNE: VAMPIRE SLAYER: RETURN OF THE DARK KING	LETT'S GRIND BASEBALL 2003	LETT'S GRIND BASEBALL 2003
THE CAT IN THE HAT	LOONEY TUNES: BACK IN ACTION	LOONEY TUNES: BACK IN ACTION
CONTRABAND: 10TH ANNIVERSARY	THE RETURN OF THE KING	THE RETURN OF THE KING
CRAZY CHASE	MEGA MAN BATTLE NETWORK 3	MEGA MAN BATTLE NETWORK 3
CREATURES	MONSTER TRUCK MADNESS 2.0	MONSTER TRUCK MADNESS 2.0
CEUTERONIC GIX	MONSTER TRUCK MADNESS 2.0	MONSTER TRUCK MADNESS 2.0
DEMONS DARK	NICKELDEON PARTY BLAST	NICKELDEON PARTY BLAST
DEMONS LIGHT	ODDWORLD: MUNCH'S ODYSSEY	ODDWORLD: MUNCH'S ODYSSEY
DISNEY'S THE FINDING NEMO	ONLINE BATTLE	ONLINE BATTLE
DISNEY SPORTS MOTOCROSS	ONLINE BATTLE	ONLINE BATTLE
DISNEY'S THE KINGDOM	ONLINE BATTLE	ONLINE BATTLE
DRAGON BALL: LEGACY OF GOKU II	ONLINE BATTLE	ONLINE BATTLE
EVOLUTION SKATEBOARDING	ONLINE BATTLE	ONLINE BATTLE
THE FAMILY OOPARENTS: BREAKIN' DA	ONLINE BATTLE	ONLINE BATTLE
THE FAMILY OOPARENTS: ENTER THE CLEFT	ONLINE BATTLE	ONLINE BATTLE
THE FAMILY OOPARENTS: FIGHTING	ONLINE BATTLE	ONLINE BATTLE
FINAL FANTASY ADVANCE	ONLINE BATTLE	ONLINE BATTLE
FINAL FANTASY: THE FIGHTING 2	ONLINE BATTLE	ONLINE BATTLE
FREE FIGHTER	ONLINE BATTLE	ONLINE BATTLE
FROGGER CLASSIC	ONLINE BATTLE	ONLINE BATTLE
GAHSAK: RAINBOW RESCUE	ONLINE BATTLE	ONLINE BATTLE
HAMITON: RAINBOW RESCUE	ONLINE BATTLE	ONLINE BATTLE
HARVEST MOON: FRIENDS OF MINERAL TOWN	ONLINE BATTLE	ONLINE BATTLE

YELLOW TEXT SIGNIFIES NEW GAMES ADDED TO THE LIST

nintendopower.com

ATARI

SCREEN TEST

What's going on in the silly screen shot below? We've come up with a caption, but if you think you can do better, send your best lines to poweron@nintendopower.com.



Oh, nuts!

YOUR SCREEN TEST CAPTIONS



Our line was Hey, wait up! Wome trade?

What do you mean "Pig-headed"?—Michael Hughes
You think you're so special balancing a pot on your head, why don't you try this?—Derek Dryer
Little did the island woman know that she was being stalked by the Piggy Wiggly Killer.—Mike Stedding

Why do women always run away from me? Is it me or this giant black pig on my head?—Steven Rehner

The black-pig-over-head dance is a normal part of this meeting ritual. Unfortunately for our subject, no females are interested.—Kerrianna24

For the last time, I'm not your mother!—Lisa Howell
Excuse me, but did you drop this?—Michael Green

Link finally decides he doesn't want to be a farmer when he grows up.—Kato1915
My training is complete, for I am like the ant, who in his splendor is able to lift fifty times his own weight.—David Yewdell

Catch!—Leowell Webber

We're going to need a bigger boat.—CJ

IN DEFENSE OF NINTENDO GAMECUBE

You've probably seen the arguments raging on Internet chats and bulletin boards about which console is the best or what game is the hottest. Some misguided gamers think the Nintendo GameCube is a toy for tots. On the contrary: Players of all ages revere Nintendo games, and some of the best Mature-rated games are

exclusive to GCN. At Nintendo Power, we think it's a tragedy when gamers turn away from pure gaming excellence because they're afraid of what someone might say. The next time a deluded gaming guru tells you that the GCN is lame, refer him or her to Nintendo Power's...

Top 10 Reasons GCN beats the pants off PS2 and Xbox!

10. The handle. Okay, so it's a little goofy, but imagine trying to take an Xbox with you to a friend's house or on vacation. You would need an industrial crane and a parking permit.

9. It only plays games. That's right. Anyone who tells you that playing DVDs on a game console is a benefit has never had someone monopolize the machine for hours playing Meg Ryan movies while the rental game you have to return in three hours gathers dust.

8. It's more powerful than PS2. PS2 has slower processors and its graphics are noticeably inferior to the GCNs. Sorry—there's nothing very funny about that.

7. Game platinum. The Platinum GCN is a work of art, shiny and sophisticated. PS2 and Xbox look like every other piece of electronics hardware created in the past 10 years, and just really shows up on those black casings.

6. Controller design. The PS2 Controller has way too many buttons, and the GCN Controller was designed for a giant or an octopus. Ah, but the GCN Controller is elegant and practical—an extension of the human spirit; an epiphany in plastic; the ultimate interface between mind, body and technology.

5. Experience. Nintendo has consistently produced the highest quality video games for more than two decades dating back to Donkey Kong. You can bet that Nintendo will continue to do so in the future. Twenty years

ago, Sony was making Betamax tape machines and Microsoft hadn't even come up with Windows. What will they be doing tomorrow?

4. The incredible freedom of the WaveBird Controller. You can even play from the bathroom. Let freedom ring!

3. Game Boy Player. More than a hundred million people have Game Boys, and we suspect that most of them own a game or two. With the Game Boy Player, all those millions of deserving gamers will be able to play their games on Nintendo GameCube as well as on their Game Boys.

2. Connectivity. Sony and Microsoft can't do it because they don't have Game Boys. They have robotic dogs and word processors. Let's face it, they're not really game companies. But Nintendo does only games, which is why Nintendo innovates ways to play—linking consoles, swapping cards, visiting villages filled with animals and sailing the high seas in a talking boat.

1. Exclusivity. The GCN ofers The Legend of Zelda: The Wind Waker, Metroid Prime, Resident Evil Zero, Super Mario Sunshine, Star Fox: Darknes, Animal Crossing, Star Fox Adventures, Final Fantasy: Crystal Chronicles, Metal Gear Solid: The Twin Snakes, Mario Kart, Metroid 2, Star Wars: Rogue Squadron III: Rebel Strike, Pikmin II, Resident Evil 4 and Soul Calibur II as Link. (That's 15 exclusive hit PS2 titles. As for Xbox, you can count the number of exclusive hit titles for it on one finger.



Swing with the Zoo Crew

donkeykongcountry.com



Donkey Kong and Diddy Kong made lots of noise on the Super NES with tag-team platforming action. Nintendo's primate posse will soon swing into action once more when Donkey Kong Country hits the GBA. It's an enormous game starring some of the biggest personalities in the Nintendo universe, so the game's website will give you a heaping' helping of mudcap experiences and fun minigames—like Donkey Kong's Barrel Blast—that will reintroduce you to the whole banana-loving bunch.

The website will plunge you deeper and deeper into the Donkey Kong Country experience. It's a one-way trip that begins with a trivia-filled session with the central Kong himself then hurl's you headlong into a boisterous succession of Web happenings.



Wario-Wide Web

wario-world.com

warioware.biz



With two titles on the way—Wario World for the GCN and Wario Ware, Inc.: Mega Microgames for the GBA—Wario demanded nothing less than two websites to show off his latest games. Warioware.biz will launch in early May and provide ways to explore microgames development, such as playing inspiring microgames and creating your own business cards. Elsewhere on the Wario-Wide Web, wario-world.com will launch in June. It's sure to be just as wonderfully strange as his upcoming GCN misadventure, so keep an eye out for the bizarre site!

The House That e-Reader Built

nintendo-e-reader.com

Since the e-Reader debuted last year, the e-Reader cards have really stacked up. To show off the variety of cards already available and the countless others on the way, Nintendo recently launched its e-Reader website. Check it out



Because so many different kinds of e-Reader-compatible cards are already available, the website has created a variety of areas to visit for all the latest news and strategies.



You'll find a full list of the NES games that are currently available on e-Reader cards, plus lots of screen shots that show off what you'll see on your GBA after scanning the cards.

Want to chat with the pro players at Nintendo Power? Visit nintendo.com and jump into the subscriber-only chat!

IMAGINE

What wonders await you? What challenges will you face?



MARIO KART: DOUBLE DASH!!

The Mario Kart experience is more about interaction than speed. *Mario Kart: Double Dash!!*, coming this fall, features two-player teams—one player drives the kart while the other uses items to hinder opponents and help his own team's cause. Favorite characters from the Mushroom Kingdom and elsewhere can use special items. We'll have details on the game's radical local network mode soon.



Nintendo storms E3 with a remarkable lineup of games for Nintendo GameCube and Game Boy Advance!

The Future of Gaming

The yearly Electronic Entertainment Expo (E3) held in Los Angeles brought a windfall of great game news for Nintendo GameCube and Game Boy Advance players. There were the expected heavy hitters, such as *Soul Calibur II* and *Final Fantasy: Crystal Chronicles* and there were wonderful surprises, including *Star Wars Rogue Squadron III: Rebel Strike*, *The Legend of Zelda: Four Swords* (for GCN) and *Pokémon Colosseum*. In the next 10 pages, we've packed in dozens of new GCN titles (labeled in blue) and GBA titles (labeled in red). You'll see innovative games, games that explore the connections between GCN and GBA, games that cross boundaries and games that define genres. So revel in the brilliant future of gaming Nintendo-style. All the titles shown are coming your way in the months ahead.



SOUL CALIBUR II



Nemco's *Soul Calibur II* is a monumental achievement in sophistication. The graphics, play control, challenge and sound combine to create a spectacular fighting experience. Link, the hero of Hyrule, appears exclusively in the Nintendo GameCube version of *Soul Calibur II*, which should render it a must-buy for fans of the hero. Link slashes and parries with his sword, hurls bombs, fires arrows and throws boomerangs. He's Link like you've never seen him before. You'll battle it out in seven modes with more than 20 fighters and 200 weapons and items. SC II is the most impressive fighter in years, and the best way to play is on your Nintendo GameCube. The fun begins this August.



Link appears only in the GCN version of *Soul Calibur II*.

nintendopower.com

MADDEN NFL 2004



The best-selling football sim series has special connective features for linked GCN-GBA play.

P.N. 03



Capcom's acrobatic shooter will have you dodging danger on alien worlds with heroine Vanessa.

XIII



Assassination, amnesia and really cool cel-shaded graphics come together in Ubi Soft's FPS thriller.

MARIO AND LUIGI



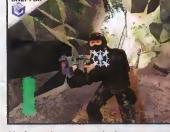
Mario and Luigi face an exciting adventure beyond the Mushroom Kingdom in a combo of traditional RPG and platform action.

MEDAL OF HONOR: RISING SUN



From Pearl Harbor to Guadalcanal, you'll fight in the Pacific in 1941.

GEIST



You're a ghost on a mission, possessing people, using their weapons and slipping invisibly through cracks.

MTV'S CELEBRITY DEATHMATCH



Gotham Games has 15 claymation celebs battling on the GCN.

BEYOND GOOD & EVIL



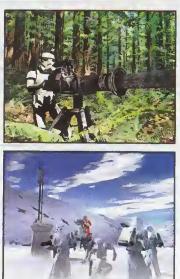
The creator of Rayman pushes the limits of gaming with a sci-fi adventure with an epic story.

CONNECT

You're never alone in the universe of games. Hold out your hand.



STAR WARS ROGUE SQUADRON III: REBEL STRIKE



In a galaxy far, far away, Luke Skywalker and Wedge Antilles face previous choices as they fight the Empire and the Dark Side. Closer to home, LucasArts has concocted the most impressive *Star Wars* game to date, and only Nintendo GameCube owners will get to play it. Rebel Starfighters, dog-like steed droids, as Wedge, you'll fly more dangerous combat missions, and as Luke, you'll spend more time on foot battling Vader's minions. The game includes special bonus levels that recreate scenes from the first three *Star Wars* movies. Some multi-player modes round out the packed game, including a cooperative two-player mode that covers all of the missions in *Star Wars: Rogue Squadron II: Rogue Leader*. The graphics, sound and variety in the game are stellar.



Bugs and Daffy are searching for the Blue Monkey Diamond in EA's single-player platformer. The wacky ride is based on an upcoming movie.

Kirby slides around corners and inhales enemies to gain their powers in a GCN racer that's in the pink.

From the silver screen to the GCN, the *Matrix* franchise is filled with intense, futuristic action. It's an astounding mix of cinema and game.

Final Fantasy makes a triumphant return to Nintendo with a stunning tactical RPG for Game Boy Advance.

SWORD OF MANA



A new game from Square Enix is headed to GBA. This action-RPG sets you on a quest to save the Mana Tree in a prequel to the Mana series.

KILLER 7



Harlan Smith is an assassin who is bound to a wheelchair, but his six alter egos can wreak havoc.

HARRY POTTER: QUIDDITCH WORLD CUP



Play the magical sport of wizards—Quidditch—and go to the World Cup.

EXTREME FORCE: GRANT CITY ANTI-CRIME



Namco takes to the streets in a gritty action-shooter featuring stealth moves and run-and-gun combat.

I-NINJA



A Nanco action-fest is blasting onto GCN. *I-Ninja* features amazing moves, cool weapons and five funky worlds.

BILLY HATCHER AND THE GIANT EGG



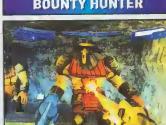
Yuki Naka, the creator of *Samie*, has a whopping new adventure for GCN.

THE HOBBIT



Billbo Baggins steps out of his Hobbit hole and into the GCN. *Sierra* brings the classic story to life.

MACE GRIFFIN BOUNTY HUNTER



Vivendi Universal's *Mace Griffin: Bounty Hunter* has action and vengeance to spare!

FINAL FANTASY: CRYSTAL CHRONICLES



Published by Nintendo and created by Square Enix and The Game Designers' Studio, *Final Fantasy: Crystal Chronicles* transports you to a magical world that is best known for its pillars and sustained by a blessed crystal. It is bound to be one of the best single-player RPGs ever, but the game also heralds a new era in connectivity. Up to four players can connect their GBAs to the Nintendo GameCube and join the Crystal Caravan, assassin the roving bandits in the game, or use the GBA to open your private window on the game world, revealing things to you that nobody else can see. You'll have to share that information with the other players to coordinate your actions. Any way you play it, *Final Fantasy: Crystal Chronicles* is sure to be one of the most entertaining and exciting gaming events of the year. The quest begins this fall.



ACHIEVE

What is the best you've ever done? That's just the beginning.

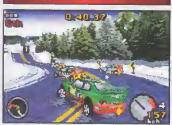


POKÉMON COLOSSEUM



Pokémon takes to Nintendo GameCube like a Golduck takes to water. Like the two *Pokémon Stadium* games for N64, *Pokémon Colosseum* gives Trainers a chance to test their Pokémon against those of other Trainers. In Colosseum, you'll import your favorite Pokémon from *Pokémon Ruby* and *Sapphire Versions* for GBA and see them appear in 3D. You can enter tournaments, two-on-two battles and even a few-player multi-battle! The graphics are superior to those of any previous *Pokémon* game, and the Colosseum battles are just the beginning of the fun.

TOP GEAR RALLY



Kemco's realistic 3-D racer features 80 thrilling courses to master. Cool cars and upgradeable parts make for one of the best racers on GBA.

SPAWN



Namco brings the comic book to GCN with third-person action that spans 30 destructible environments.

POKÉMON PINBALL



Collect hordes of Ruby-Version and Sapphire-Version Pokémon while playing a brilliant pinball game.

MARIO GOLF: TOADSTOOL TOUR



Tee off with Mario and pals on courses filled with hazards and fun.

F-ZERO GX



Captain Falcon, Samuro Goroh and dozens of other pilots will tackle treacherous futuristic courses at unbelievable speeds. Nintendo and Namco's Superstars have teamed up to bring racing fans an unprecedented one-two punch. *F-Zero AX* will appear only in arcades, and *F-Zero GX* will be exclusive to Nintendo GameCube. Using your GCN Memory Card in the arcade game, you'll be able to transfer new pilots or machine parts to your GCN game. You can even race custom-built vehicles from home on the arcade machines! No game has ever crossed the boundaries between home and arcade play like *F-Zero GX/AX*.

The action on the track is vintage *F-Zero*. Flits free hazards, aggresses opponents and gravity-defying jumps are all here. The game's environments do a good job of portraying familiar locations, such as Mute City in amazing detail—but you won't have much time to gawk as you dodge, spin, slide and swerve through the most intense racing experience in the galaxy.

ROGUE OPS



Stealthy moves and cool gadgets highlight Kenco's stylish game of undercover intrigue.

1080°: AVALANCHE



Nintendo brings a double-black-diamond snowboarder to GCN. It's full of danger, difficulties and crazy stunts.

GLADIUS



LucasArts's tactical RPG takes you to ancient Rome. You'll train gladiators and enter the arena yourself.

NCAA FOOTBALL 2004



Classic college teams and tons of collegiate atmosphere fill the stadium in EA's kickin' powerhouse.

ONIMUSHI TACTICS



In ancient Japan, a young warrior named Onimusha sets out to defeat the evil Nobunaga. Capcom enters the world of strategy games with a brilliant offering on GBA.

TALES OF SYMPHONIA



Real-time 3-D battles and customizable characters are two reasons RPG fans are itching for *Tales*.

THE LORD OF THE RINGS: RETURN OF THE KING



The action-adventure takes gamers through Minas Tirith and the gates of Mordor using multiple characters.

CRASH NITRO KART



Vivendi Universal takes you on a Crash course of kart-racing mayhem for up to eight players on GCN.

EXPLORE

Every game offers worlds of possibilities. Where will you go?

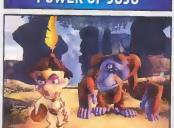
METAL GEAR SOLID: THE TWIN SNAKES



Solid Snake is coming to Nintendo GameCube this year in *Metal Gear Solid: The Twin Snakes* from Konami. The stealth adventure combines the story of the original *Metal Gear Solid* with the game play and advanced graphics of *Metal Gear Solid 2: Sons of Liberty*. The impressive development team includes Konami (led by *Metal Gear Solid's* creator, Hideo Kojima), Nintendo and Silicon Knights. It will play exclusively on GCN.



TAK AND THE POWER OF JUJU



THQ's original platformer for both GCN and GBA takes place in a lush, tropical world filled with animals and surprises. It's charming and funny.

GOTCHA FORCE



Create the perfect team to combat enemies in Capcom's 3-D action-shooter. Up to four players can join the fun and battle with 100+ humanoids, robots and monsters.

MARIO PARTY 5



Mario and his friends are trying to restore peace to Dream World. Their trek spans board games, more than 60 all-new minigames and both multi-player and single-player modes.

FREAKY FLYERS



Race planes, dogfight and explore the weird skies of Midway's *Freaky Flyers*. You'll find solo and multi-player adventure in the vast, two-disc game.

HARVEST MOON: A WONDERFUL LIFE



The first *Harvest Moon* game for Nintendo GameCube follows an entire lifetime on the farm.

HARVEST MOON: FRIENDS OF MINERAL TOWN



A new HM adventure is coming to GBA, and it has plenty of connective features with the GCN *Harvest Moon*.

RESIDENT EVIL 4



Leon Kennedy infiltrates the Umbrella Corporation in the exclusive new thriller for GCN.

THE SIMPSONS: HIT & RUN



The Simpsons are taking to the streets of Springfield with a mixed driving and on-foot adventure.

WALLACE & GROMIT IN PROJECT ZOO



Expect lots of adventure and cheese in BAM's GCN adventure, *Wally and Grommy* frolic in 24 missions.

PHANTASY STAR ONLINE: EPISODE III: C.A.R.D. REVOLUTION



Strategic card-battling comes to the PSO world both online and offline.

HAMTARO: RAINBOW RESCUE



Hamtaro, Biju and all the Ham-Hams come to the aid of a friend who needs to repair a magic umbrella. You'll discover more than 100 minigames and plenty of clever puzzles.

VIEWTIFUL JOE



Joe is just an average guy, but he may have what it takes to become a superhero. Capcom's *Viewtiful Joe*—and the first GCN exclusive—is a mix of turn-based fighting and platform games. Players switch to different viewpoint to enhance their fighting abilities. You can shift into slow mode—character other than Joe will move as if they are in slow motion—or you can launch into hyperspeed mode to dodge enemies. The play is reminiscent of *Viewtiful Joe* 2, which you'll parodize action flicks and fighting games. *Viewtiful Joe* is coming to Nintendo GameCube this October—it's bound to be another legend of the fall.



YOU ARE
SILENT. YOU
ARE DEADLY.
YOU ARE THE
FUTURE OF
SPECIAL-
FORCES
OPERATIONS.
YOU ARE . . . A
SPLINTER CELL.

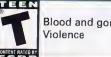
Tom Clancy's **SPLINTER CELL**

SILENCE IS GOLDEN

Tom Clancy's Splinter Cell is Ubi Soft's newest spy thriller. You assume the role of Sam Fisher, a one-man army whose greatest weapons are stealth and secrecy—so don't expect to run around with guns blazing. We've designed an extensive walk-through of the first two levels, including good places to use the GCN-GBA linking feature. Since there are multiple ways to complete each level, we've also provided secret moves for you to try. You'll find them under the "Stealthy Solution" headlines—the tactics are for fearless agents only.

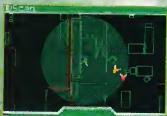


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Blood and gore
Violence

LINK UP!



If you link a Game Boy Advance to your Nintendo GameCube, you can use the GBA as a radar device, a Stick Bomb and more. It also sounds an alarm when enemies are closing in.

10/16/2004

T'BLISI OLD TOWN, T'BLISI, GEORGIA

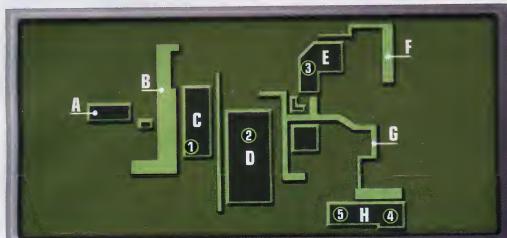
2101 HOURS

After you complete the tutorial missions, you'll be sent to rescue a pair of missing agents—Alison Madison and Robert Blaustein—in the former Soviet Union. When you begin the mission, press the

Start Button to access your data uplink, then read the files and look over the map. Any time you receive new information, it will appear in the Start menu.

OBJECTIVES

- Rendezvous with local NSA informant Thomas Gurgenidze for information on Blaustein's area of operation.
- Find the black box hidden in Blaustein's apartment.
- Find Gurgenidze's dead drop in Morevi Square to figure out how to get into the police precinct.
- Locate Agent Blaustein in the police precinct.
- Access the police precinct's security surveillance system.



LOCATIONS

A INSERTION POINT
B PUSHKIN STREET
C MOREVI SQUARE
D AK TENDBA, INC.
E KUTATELADZE STREET
F KOBULETI LANE
G 4TH POLICE PRECINCT
H 4TH POLICE PRECINCT

1 RENDEZVOUS WITH NSA INFORMANT THOMAS GURGENIDZE

TRIP THE TRAP



When the mission begins, scamper across the courtyard and climb up a trampoline to a roof. Walk to the far end of the roof and open a trapdoor, then enter the crawl space and make your way to the other side. If you want to move in total darkness, shoot out the street lamp in the courtyard before climbing the pipe.

INTO THE FIRE



Climb up the pipe at the end of the crawl space, then look for a wire that runs from your current position to the Hotel Begurebi across the street. The hotel is engulfed in flames, but since your informant is inside, you'll have to take your chances. Press the Y Button while standing under the wire to ride it to the hotel.

A FLAMING GOOD TIME



Flames block off most of the hallways, so you'll have to follow the only path available. When you find a staircase, go down one level, turn right and look for a pipe on the ceiling. Jump up to the pipe and follow it over the hole in the floor. Be careful with the fire; if you get too close, you'll burst into flame and have to start the mission over.

SMOKE GETS IN YOUR EYES



After crossing the pipe, go through a door and up a set of stairs, then follow the hallway to the right. Enter the room and walk to a fallen cabinet to find the informant. Be patient—he's hard to see, and you have to stand in just the right place to trigger his response. After you speak to him, go to the next room and shoot out the skylights to clear the smoke.

2 FIND THE BLACK BOX IN BLAUSTEIN'S APARTMENT

CELL PHONES ARE RUDE!



STEALTHY SOLUTION

HIDING OUT



If you want to be stealthy, sneak through the bushes on the side and wait in the darkness behind the door. After a bit, the cell-phone's partner will appear. After they talk, one man will reenter the apartment while the other walks away. Enter the apartment, down the partner and hide his body in a dark, out-of-the-way corner.

A COMPLEX APARTMENT



3 FIND GURGENIDZE'S DEAD DROP IN MOREVI SQUARE

LOCK PICKING 101



Leave the apartment and use a zip line to reach the next building. Climb down the elevator shaft and open a trapdoor, then drop into the next room and use the zip line to open the door. Roll the Control Stick to the left until the first tumblers click, then wiggle the stick back and forth until it clicks into place. Repeat for the remaining tumblers.

STEALTHY SOLUTION

WEAPONS OF MASS DISTRACTION *NP*



There's a bottle at the top of the stairs that overlooks the policemen. Grab it and sneak downstairs, then hide next to the trash bin and toss the bottle to distract the baddies. When one of the men comes to check out the noise, take him out, then go after his partner. Hide both bodies in the darkness near the trash bin.

BE ALL QUIET-LIKE



When you open the gate, a guard will appear. Wait for him to move past you, then sneak through the gate. To eliminate any chance of being attacked from behind, take down the guard and hide his body near the tunnel. Also remember to shoot out lights whenever possible—the darkness is your friend.

COPS ON THE TAKE



After you pick the lock, look for a pair of crooked cops threatening a civilian, then sneak in close and take them out. Hide the bodies when you're done. Once you've eliminated them, move down the street and look for a small tunnel illuminated with a red light. The dead drop is inside the tunnel. Use the computer to open a gate, then grab a pair of medical kits and some pistol ammunition.

4 LOCATE AGENT BLAUSTEIN

SNEAK OR SHOOT—THE CHOICE IS YOURS



It's possible to move down the street and sneak past guards without being seen, but you can also use force if you like. Don't attack the first man, but shoot the second as soon as you reach the end of the street, climb onto a trash bin, then use a wall-jump to get over the gate.

THE MAN WITH A PLAN



STEALTHY SOLUTION

TIPTOE THROUGH THE PRECINCT



You can make it through the precinct without using your weapon—but it's a challenge. Use the stealth door-opening move until the first guard starts to walk away, then follow him down the hallway.



When the first guard enters a room, wait for the second guard to enter and distract him with a bottle. Wait for him to enter the lab. Once he does, freeze in place until he turns his back to the windows, then walk to the end of the hallway and wait for him to leave the lab. When he's gone, head into the lab yourself.



MORTICIAN'S ASSISTANT

The two missing agents have gone to meet their maker, and their bodies are stored in the morgue. Before you enter, shoot the security camera mounted near the ceiling. Look at the agents and grab a medical kit, then go back out into the hall and take the door that leads to a set of stairs.

Use the stealth door-opening move (Control Stick Left and A) and the Optical Cable on the first door to make sure the coast is clear, then enter the precinct and make your way through the hallways to the lab. You'll have an easier time of it if you use the GBA to reveal the locations of crooked cops, and if you shoot out the overhead lights.

WarioWare
MEGA INCUBATOR



COCONUT CATAUL

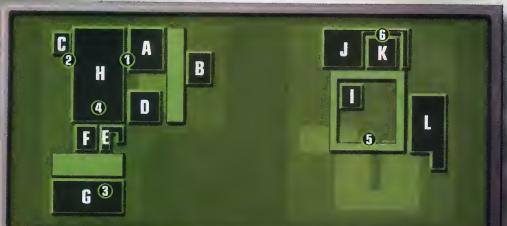
5 ACCESS THE PRECINCT SURVEILLANCE SYSTEM

SLOW AND STEADY WINS THE RACE



Wait for the desk guard to finish talking to the civilian, then take them both out. Remember to stun the civilian, go upstairs and sneak up to the first floor, drag him up the stairs, and knock him out. Do the same for the second cop, then go through the far door. Take out one more thug and use the computer to send info to the NSA.

The assassinated CIA agents were snooping around Georgian president Kombay Nikoladze—so you must discover his secrets. Infiltrate the Georgian Defense Ministry and learn what was important enough for the president to risk the wrath of the NSA.



LOCATIONS

A BOOK ROOM	B STAIRWAY	C PARKING AREA	D OFFICE ROOM
E KITCHEN	F RESTAURANT	G LOBBY	H COURTYARD
I COFFEE ROOM	J ROOF PLATFORM 1	K OFFICE	L ROOF PLATFORM 2

1 INFILTRATE THE DEFENSE MINISTRY

CLIMBING DOWN THE WALLS



The courtyard is rapped with a laser grid, so you'll have to stay off the ground. Stand next to the vertical pipe on the roof and attach a line, then rappel down the side of the building until you reach an open window. Jump past the window by pressing the Y Button, then press Up to crawl inside.

ASLEEP AT THE POST



Press yourself against the bookcase and wait for the guard to finish checking the area. When he sits down, sneak up behind him and grab him with the A Button, then drag him to a dark corner and knock him out.

EYE IN THE SKY



There's a camera above the door that leads out of the lobby. Stand a fair distance away so it doesn't spot you, then blast it with a single shot from your pistol. You can't set off even a single alarm in the mission, so move with extra caution.

LOOK INTO THE CAMERA



The overhead GBA radar tracks camera movement as well as human movement. You can use it in the defense ministry to see where cameras are positioned from you and to avoid being seen while you shoot it out.

2 INTERROGATE GRINKO'S DRIVER

GOING DOWN?



Use the Optical Cable to make sure the coast is clear, then enter the next room. When the guards are at the far end of the hall, enter the stairs through a door on the left. Take the stairs down, shooting cameras on the way. If you go upstairs first, you'll find a medical kit.



GARAGE GUNMAN



Enter the parking garage and take out a camera, then move until you're near a blue car and shoot a second camera. Take up White's position when he crouches himself in a corner, then grab him with the A Button and ask some questions. Make sure that you interrogate him in a dark area—a guard may come around while you're chatting.

3 DISABLE THE COURTYARD LASER GRID

TOO MANY COOKS SPOIL THE BROTH

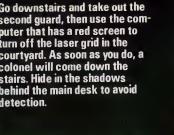


Go back upstairs and take out the guard in the hall, then climb into a vent in the room at the far end of the hall. When the guard is gone, drop into the freezer, then wait for the cook and the guard to stop talking. When the guard leaves, knock out the cook and put him in the freezer. Exit the kitchen and grab the guard, then stuff him in the freezer, too.

STEALTHY SOLUTION
SPLITTING UP IS EASY TO DO

Grab a bottle from the kitchen and head down toward the main lobby. When you reach a balcony that overlooks the lobby, toss the bottle to cause one of the two lobby guards to approach your position. You'll then be able to dispose of the guard as you see fit.

SHOOTING GUARD



Go downstairs and take out the second guard, then use the computer that has a red screen to turn off the laser grid in the courtyard. As soon as you do, a colonel will come down the stairs from the side in the shadows behind the main desk to avoid detection.

SCAN THIS!



After the colonel sits down at the desk, sneak up to him and grab him with the A Button. Haul him over to the retinal scanner and have your prep work for you, then knock him out. Pick up the satchel that the colonel drops to gain a medical kit, then go through the newly opened door.

4 RECORD THE CONVERSATION IN THE ELEVATOR

I WANT TO BE LIKE MIC



Blast the camera over the door, then walk through to the courtyard. Use the Laser Mic on the glass elevator to listen in on the conversation, then proceed to the next stage of the mission. (To use the mic, equip it in your active slot then point and shoot as if it were a pistol.)

STEALTHY SOLUTION

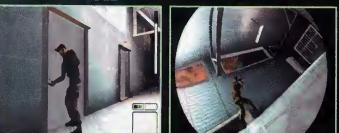
CREEP THROUGH THE COURTYARD



If you want to avoid bloodshed, you can sneak through the courtyard without attacking either guard. Crouch in the dark behind the hedges, and walk softly on the gravel paths that crisscross the area. When you reach the lattice, climb up the far right-hand side so you stay out of the light.

5 INFILTRATE THE NORTH WING OF THE DEFENSE MINISTRY

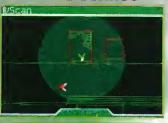
YOUR HIDE-HOLE



When you climb the lattice and enter the next building, you'll drop into a hallway where there's a closet and an elevator. A pair of guards are coming your way in the elevator, so duck into the closet and use the Optic Cable to see when the coast is clear. After the guards walk by, quickly enter the elevator and go up to the seventh floor.



SPOT THE GUARDS



The guards in the defense ministry are clever and often double check on their patrol routes. The GBA radar is a huge help.

ELEVATOR ACTION



When the elevator stops, hide behind the soda machine (located to the right, assuming you face the elevator door when it opens). Crouch down and slowly inch around the machine, then shoot out the camera mounted near the ceiling on the far side of the machine.

STEALTHY SOLUTION

VENT YOUR ANGER



Walk to the room left of the elevator and use the lock pick to gain access. Enter the room and turn out the lights, jump into a ceiling vent and follow it to the next area. A guard will check out the room within moments of your arrival, so you must be quick to avoid detection.

6 ACCESS NIKOLADZE'S PERSONAL COMPUTER

UP ON THE ROOF



When you drop from the vent, shoot a security camera and use the second door in the hallway. Grab a medical kit and some ammo from the supply room, then take the ladder up to the roof and rappel down the wall.



FINALLY, SOME HEAVY ARTILLERY!



Shoot the guard through the glass, then take a grenade from his satchel and use the computer. Once guards are in the room, use the grenade to take them out, then head down the hallway and take a set of stairs down, eliminating guards as you go. Slide down a cable in an elevator shaft and meet your partner in the parking garage for extraction.

IS THERE ANYTHING THE GBA CAN'T DO?

The GBA is more than a radar device. In later levels, you can use it to take control of gun turrets and turn them on your enemies, or to deploy a weapon exclusive to the Nintendo GameCube version

MINE DETECTION MAYHEM



Later levels will contain hidden land mines that can end your mission in no time flat. If you have a GBA linked up to the GCN, you can see the mines long before they become a threat.

STICKY BOMB SHINDIG



The GBA grants you access to an all-new weapon—the Sticky Bomb. Plant the device on a wall or any other surface you like, then use the GBA to detonate it from a distance.

REMOTE TURRET REVELRY



The GBA can also help Sam Fisher with remote gun turrets. If you sneak up behind a turret, you can use the GBA to take control of it and turn it on the baddies. It's very helpful in those dangerous close-combat situations.

THE FISHER KING

Two levels down and many to go. Tom Clancy's Splinter Cell is a fantastic blend of heady action and heart-pounding stealth, and the GBA is a perfect companion to the action. If you want to feel like a real-life spy, try playing the game in a darkened room with a frontlit GBA SP at your side. It's the ultimate in high-tech thrills!

Following the events of the blockbuster Universal Pictures film, troubled scientist Dr. Bruce Banner and his enraged alter ego, *The Hulk*, battle The Leader - a terrifying villain intent on unleashing a relentless army of gamma creatures on the world.

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WITH 15 NEW CRASH JUNCTIONS FOR THE GCN!

BURNOUT™ POINT OF IMPACT

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CRASH AND BURNOUT

Publisher Acclaim's and developer Criterion's new collection of near misses and full-on crashes defines realistic street-racing on the GCN. Burnout 2: Point of Impact is faster, more furious and even more fun than the original game. With the new Crash and Pursuit modes, it's more dangerous, too.



MORE MODES, MORE ROADS

From high-speed highway races to out-of-control urban runs, Burnout 2 features 13 courses in six locations. You can zip through a multicircuit championship, break records in individual races, ace a new driving course, cause massive collisions and participate in police chases. Whoa!

OFFENSIVE DRIVING 101

Before you can do anything to burn, you've got to learn to burn. If you get gold medals in all six lessons, you'll unlock the student driver car.

TIME ATTACK

It's just you, the road and a load of innocent motorists in Time Attack mode. Drive through traffic on any unlocked course and strive for the best single-lap time.

SINGLE RACE

Take on a field of three competitors on your choice of unlocked courses in Single Race mode—it's great practice for your championship run.

CHAMPIONSHIP

Races are grouped together in circuits for the championship. If you earn a circuit's trophy, you'll unlock individual challenges and another circuit.

CUSTOM SERIES CHAMPIONSHIP

By winning the championship, you'll unlock a custom-series qualifier—your road to a revised championship series with customized and souped-up cars.

CRASH

The monetary rewards for crashes in the original game have inspired an all-new Crash mode. The goal is to blaze into traffic and cause the costliest pileup.

PURSUIT

By winning the three Pursuits in Championship mode, you will unlock three cars and Pursuit mode. Chase another car and run it into until it breaks down.

EVERYONE
ESRB
Mild Violence



RUN INTO THE PACK AND RACK UP A GRAND TOTAL IN CRASH MODE

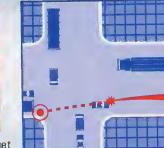
The Nintendo GameCube version of Burnout 2 has twice as many crash junctions as the PlayStation 2 version, for a total of 30. In advanced junctions, it takes precise stunt-driving to bring in the big bucks. Read and learn as we take you through five of the toughest new challenges. Slam into vehicles and ricochet into every lane.

JUNCTION 21: SURF SHOCKER NR



Swing out into the oncoming lane at the start. Swipe the driver's side of the first car you see as you approach the intersection for corner. You'll bring traffic to a halt in all directions.

JUNCTION 22: DOWNTOWN DESTRUCTION



As soon as you round the corner, target the second yellow cab in the oncoming lane. If the cab clears the logging truck, it will career into the buses and give you a good chance of reaching the \$23 million total you need to earn a gold medal.

JUNCTION 26: CROSS TRAFFIC CRASH



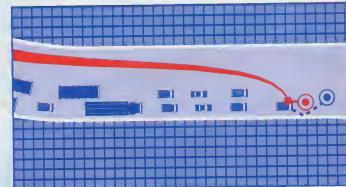
You can earn a bronze medal by driving through the first intersection without incident and concentrating on the second one, but if you want the gold, you'll have to cause a sprawling crash. Lightly swipe the front end of a car in the first intersection and let the momentum carry you to the next one.



JUNCTION 28: DOUBLE BACK DAMAGE



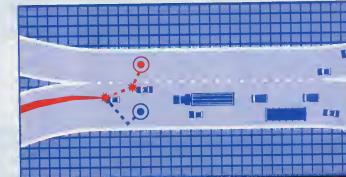
The Double Back Damage junction will put your racing skills to the test. Use your boost to run out to the front of the pack and slam into the white van that's in the lead. If you don't skid far, all of the vehicles behind you will pile up and you'll achieve the \$35 million gold-medal goal.



JUNCTION 30: HEAD ON HIGHWAY



After you run through a good stretch of open road, you'll encounter oncoming traffic. Hit the lead car on its passenger-side front corner to cause a collision that will spread out over all lanes.





BUILD YOUR BOOST FOR SPEED TO BURN

The Offensive Driving 101 course will teach you the ways in which you can make your Burn meter reach its limits. When the meter is topped out you'll have the power to boost. Use the Burn meter-building tactics in every race, and when you boost, keep going until you reach Burnout status. The meter will immediately refill to the half-point.

TAUNT THE TRAFFIC



You shouldn't cause crashes in races, but you should get close to the other cars on the course. Your Burn meter will go up a notch for every near miss, and it will grow steadily as you drive in the oncoming lanes. Drive between oncoming lanes on freeways to rack up lots of near misses.



CATCH AIR



Your Burn meter will grow whenever all four wheels are off the ground. Hit the crests of small hills at top speed to fly.

TAP AND DRIFT



Tap your brakes as you cut into a turn and let your car slide to the side. Your Burn meter will grow as you slide.



RACE, CHASE AND DRAG FOR PINK SLIPS IN CHAMPIONSHIP MODE

In addition to a series of racing circuits, Championship mode includes four Face Offs and three Pursuits. You'll earn medals and unlock circuits by doing well in the races. You'll unlock cars by winning the one-on-one challenges. The unlockable cars are screaming machines that belong in any racing fan's garage.

PACIFIC GATE GRAND PRIX



The Pacific Gate Grand Prix eases you into the championship with three easy races in daylight and clear weather. The finale in Palm Bay Heights will challenge you to cross busy intersections, but you should be able to survive them unscathed. You'll get a Burn-meter bonus for every perfect lap.

FACE OFF WITH A HOT ROD TO EARN A FREE RIDE



Your victory on the first grand prix will earn you the chance to enter the first Face Off—it's a race against the clock on the Interstate Loop track. The hot rod has amazing acceleration and good control, but you can beat it if you pick a car with superior top speed and if you fill your Burn meter consistently.



THE RUN TO THE SUN



The single-face challenge on the Ocean Sprint course takes you through a city and onto a two-lane coastal highway. The race will last less than three minutes. You'll encounter some tight traffic spots on the city streets, but the rest of the race will be a breeze.

PURSUIT

RUN DOWN A PERP TO WIN THE COP CAR



The first Pursuit challenge takes place on a five-mile stretch of highway. You must hit the suspect 10 times before you run out of road. Victory will earn you the cop car for other events.

WINDING ROAD GRAND PRIX



Take the corners tight in the Sunrise Valley Downtown race. If you go wide on right turns, you'll hit traffic in the oncoming lane. As you drive the Interstate Loop, you'll discover that cornering near misses is the best way to build your Burn meter. The rainy run through the Airport Terminal 1 & 2 course will test your endurance. Wait for your opponents to wipe out. Palm Bay Marina is long—keep your lap times under two minutes.



WIN THE OVAL IN THE FACE OFF FOLLOW-UP



The second Face Off race takes place over five laps on the short Airport Terminal 3 course. The oval racer is a very fast car with great control. You may need the cop car to keep up with it. Fly into the oncoming lane on the backstretch of each lap as a shortcut.

THE MIRACLE MILE



The Heartbreak Hills track is the site of the Miracle Mile race. You'll encounter relatively few unwrapping motorists on the track, so you'll do well by building your Burn meter in the oncoming lane. Be aggressive against your opponents and run them off the road if you can.

THE SECOND PURSUIT IS A CLASSIC



The squirrely classic car will be all over the road in the second Pursuit challenge. Build your boost, drive up alongside it and squeeze it against the guard rail to score multiple hits.



TWO (TO FOUR) CAN PLAY THIS GAME

A pair of split-screen multiplayer modes accommodate two players. Up to four players can participate in the Crash mode tournament. The excitement level always rises when more players get into the mix.

SINGLE RACE



Two player-controlled cars and two computer-controlled cars gun for first place on any unlocked track in Single Race mode.

CRASH MODE



Players take turns running into packs of cars in Crash mode. The player who racks up the biggest crash total wins.

PURSUIT MODE



One player pursues and the other is the target in two-player Pursuit mode. You'll unlock it after you complete the Championship pursuits.

THE RACE IS ON! BURN OUT BEFORE YOU FADE AWAY

Up next in Championship mode is the Roller Coaster Grand Prix, a set of five up-and-down races on hilly courses. You've still got two Face Offs and one Pursuit to go as well. Although control is important, there's no substitute for raw speed. Choose cars that offer great acceleration and keep filling up your Burn meter for superfast blasts.

*Big castle, good looks, his first GCN game—
Wario can feel bullish these days. He's got everything!*

©2003 Nintendo

He's also gotten himself into a heap of trouble. When Wario adds an evil jewel to his cash stash, the gem turns his castle upside down and transforms his palace of treasure

into a world rich with evil. When Wario World hits stores on June 23, you'll be able to help Wario recoup his coinage in his strangest adventure yet.

His Way or the Highway

Wario doesn't pull any punches when it comes to having games done his way. Ever since his debut in Wario Land on the Game Boy, he's had a complete disregard for traditional platforming. His fans across the world wouldn't have it any other way. Wario's first GCN game takes platformers in a wild new direction.

Wait until you feast your eyes on the 3-D pyramid in the Pecan Sands level—the eye candy is as delicious as it is dangerous. And as he travels the strangest landscapes on the GCN, Wario packs classic moves and new attacks into his bag of tricks.

Wario answers a question we've had since Wario's first platforming game: Does the eye candy jump around so easily? In Wario World, he busts moves that prove that he's a little rubbery around the edges.

After he leaps into the air, Wario can execute a Ground Pound—his massive purple-panted smackdown. Anything unfortunate enough to be at the epicenter of his keister attack will feel the pain—living or not.

Wario's always out to do his own way—and that usually means bizarrely. Though Wario can run to collect coins, he can let loose with his new Hyper Suction to draw them to him instead. At full power, his suction opens extra wells—great for those hard-to-clean spills.

It Wario's obnoxious behavior doesn't clear a room, his Dash attack will. He can use his classic move to smash through enemies or blocks. For extra impact, Wario can deliver a Corkscrew Cork at the end of a Dash attack.

After he leaps into the air, Wario can execute a Ground Pound—his massive purple-panted smackdown. Anything unfortunate enough to be at the epicenter of his keister attack will feel the pain—living or not.

Wario's always out to do his own way—and that usually means bizarrely. Though Wario can run to collect coins, he can let loose with his new Hyper Suction to draw them to him instead. At full power, his suction opens extra wells—great for those hard-to-clean spills.

KOs Are Key to Wario's Success

Wario kicks serious butt with his basic moves, and he can deliver a barrage of even fiercer attacks after he picks up knocked-out enemies. You won't get far in Wario World if you don't take off the gloves and get brutal with your prey. Attacks using KO'd foes does not only clear crowds more quickly and topple more titanic enemies, they're also vital to breaking through obstacles.

You'll know when an enemy is ripe for the picking up when it falls and rubber duckies circle its head.

Using a KO'd creature, you can deliver the seismic Piledriver, which creates a powerful explosion.

You can also reel back with a KO'd foe and charge up a Mega Toss—useful for hitting distant targets.

Knocked-out critters are great for doing the Wild Swing-Ding, which powers the Swirly Slabs.

56 | NINTENDO GAMECUBE | WARIO WORLD

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FUNDAMENTALS

CREATE GAMES AND LEARN TO PROGRAM WITH DIGIPEN'S PROJECT FUN



Program Progress

Misspell Command

When Words Attack

In DigiPen's Letter Attack, you must spell words quickly or cities will explode. The latest Project FUN Game Factory project is a variation of Missile Command, but it's not alien explosives that are endangering your territory—it's letters. If you spell words by destroying the letters in the correct order, you'll both save your cities and earn bonus points.

Letter Attack uses strings and characters to a greater degree than the other Project FUN Game Factory games do, and it's the first project to read information from a text file.



SKY WRITING

Letters fall from space. You must use missiles to destroy them or they will level your cities and bases.

FUN Facts

www.projectfun.digipen.edu

- The DigiPen Institute of Technology's Project FUN is an online club that gives members opportunities to create video games on personal computers.
- Nintendo Power subscribers can join Project FUN at a rate of \$15 U.S. for an entire year. Details are available at DigiPen's website: www.projectfun.digipen.edu.
- The Project FUN Game Factory offers instructions and assets that give members the power to create games.
- The Nintendo Power Fundamentals column offers information and advice on the latest Project FUN projects, with hints and ideas for additional fun features.



Project Sessions

The steps for creating previous Game Factory projects have been divided into Beginner, Advanced and Expert sessions. Letter Attack's steps are all assembled in one set of sessions.

You'll start by establishing the background, bases and cities, then add the bombs, targets and mechanics for shooting bombs. Next you'll add two animation sets for each of the alphabet's 26 letters and develop code that builds words from a text file. You can put any words that you want to in the text file, as long as the words don't exceed 10 characters each.

As you follow the final steps, you'll implement the scoring system, establish game-over conditions and add sound effects.

Letter Attack Advice

One of the great rewards for finishing a Project FUN game is that you get to play it. Letter Attack is a fast-paced game that is easy to learn, but nerve racking when the words are long and you're short on missiles.

Remember that you must save your bases at all costs. If the letters are getting dangerously close to the bottom of the

screen, target the ones that are closest to your bases, even if you have to shoot them out of order. If you lose a base, it'll be much more difficult to defend the cities in the base's part of the playing field.

Even if all of your bases are safe, your missile supply can get low after you've spelled a couple of words. In the interest of conserving missiles, look for opportunities to destroy two or more letters with a single missile. You may not get the 10-point bonuses for blasting the letters in the right order, but you'll have a better chance of outlasting the letter barrage.



DOUBLE UP

Look for converging letters and destroy them with a single missile blast.

Bells & Whistles

Scramble and Save

Our bells and whistles cover two projects this month: Letter Attack and last month's Alien Rescue. The main Letter Attack addition turns the game into a word scramble. As letters fall, you must fire on them in the correct order to display the word. The other add-on awards points for saved bases. The Alien Rescue additions give you a way to collect more bombs and change the bombs' behavior so they move with the UFO as they drop.



JUMBLE TUMBLE
As letters fall, you must figure out what the word is, then fire on them in the right order.



BOMB BONANZA
Land on a new spot in Alien Rescue for an explosives reload.

Step 2—Modify the GetWord Function

Open the GetWord function under the My Functions node in the project tree. Find the while loop in the functions code and replace the following line:

`character->Animation(animation);`

with:

`character->Animation(LETTERS_BLANK);`

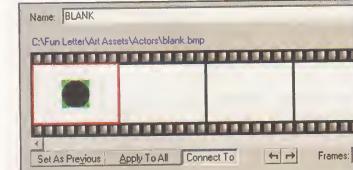
After you save, compile and run the game, you'll see that the word pipe is filled with the appropriate number of blank spaces for the current word.

Step 1—Add an Animation Set

You'll need a new piece of art that depicts a blank space in the word pipe. In your default paint program, open one of the BMP files that shows a letter and replace the letter with a black circle. Save the file as blank.bmp. Then add a new animation set under the actor LETTERS and call it BLANK. Add a frame using the new BMP file.



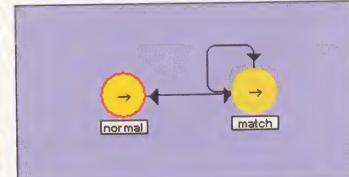
Open any of the 52 BMPs that shows a letter and replace the letter with a black circle. Save the file as blank.bmp.



Add a new animation set under the LETTERS actor called BLANK. Give it a single animation frame using blank.bmp.

Step 3—Add a State Machine

Since the word pipe will be filled with blank spaces, there will be no clear indication as to what the word is. You can remedy the situation by making the falling letters stay solid unless the cursor is touching them, in which case they will flash. The best way to implement the feature is by way of a state machine. Add a state machine called LtrMatchSM (used by sprites) and give it two states: normal and match.



When you're finished with the LtrMatchSM state machine, it will have two states and three edges.

Open LetterSM's normal state and add the following code under its Actions tab:

```
//Don't animate falling letters
This->Frame(0);
```

Add an edge from the normal state to the match state and replace its Conditions code with the following:

```
// If the cursor is at the letter, check if the letter is the correct one
if (This->CollisionWithSprite("cursor")) {
    //Get the number of the letter to check
    SpritePTR word("character_0");
    int i = word->LocalVariables[1] - word->LocalVariables[0];
    //Get its animation number
    int anim = GetAnimation(word);
    //If the short letter has the same animation of the checked letter
    if (anim == This->Animation())
        return true;
    else
        return false;
}
else
    return false;
```

Add an edge from the match state to the normal state and replace its Conditions code with the following:

```
// True if the cursor is no longer hovering over the letter
return (This->CollisionWithSprite("cursor"));
```

The next step is to adjust the rate at which the letters flash. Before you make additional changes to the LtrMatchSM state machine, open the properties for the mainLetter sprite and make the following change:

GENERAL
Number of Variables: 3

Save and close the sprite's properties and return to the state machine. Open the match state and add the following code under its Initial Actions tab:

```
// Reset the animation timer
This->LocalVariables[2] = 0;
```

Under the state's Actions tab, add:

```
// Increment the animation timer
This->LocalVariables[2]++;
```

Create an edge from the match state back to itself and replace its Conditions code with:

```
// True when the animation timer times out
return This->LocalVariables[2] == 4;
```

Under the new edge's Actions tab, add:

```
// Cycle the frame
if (This->Frame() == 0)
    This->Frame(1);
else
    This->Frame(0);
```

Save and close the state machine. The desired effect is to have falling letters flash when the cursor is touching them, but only when they're in their start state—not when they're exploding. Open the LetterSM state machine, then open the start state. Under the Actions tab, check the State Machine box and select the LtrMatchSM state from the pull-down list. Save and close the state machine, then save, compile and run the program. The letters won't be flashing as they begin to fall, but the first letter in the mystery word will flash when you touch it with the cursor.



Are you clueless as to what the word is? Touch the letters with the cursor. The next letter in the sequence will flash.

Base Bonus

The bases are more important than the cities in Letter Attack since they represent the player's firepower. However, the number of bases remaining after each round does not figure in to the score at the end of each round. If you'd like to give the player a point bonus for saving the bases, open the LevelSM state machine, then open the display_points state and look for the following code under the Initial Actions tab:

```
baseValue->Value = numberOfCities->Value * 50;
```

After that line, add the following:

```
VariablePTR numberOFBases("numberOFBases");
baseValue->Value += numberOFBases->Value * 50;
```

Save and compile. The player will have even more incentive to save the bases—survival and points. Next month we'll have another addition for the Letter Attack project. It'll replace shooting at letters with a drag-and-drop mechanic. Check it out.

Rescue Return

Last month's Alien Rescue project was so fun that we decided to add two more features to the game, both involving bombs. The first addition creates a new landing zone where the UFO can load up on bombs. The implementation is similar to adding the original landing zone; in fact it uses the same graphic image. After you add a new landing zone sprite, you'll add collision data then change the UfoBehaviorSM state machine to reload the UFO's bombs when the craft lands on the new zone.

Step 1—Add a Sprite

The new bomb loading zone sprite will use the same actor that the landing zone sprite uses. Add a sprite under the Sprites entry in the Level_1 branch of the project tree and give it the following properties:

GENERAL

Name: bombZone
Map: closeMap
zOrder: 1
Display List #2

ANIMATION

Actor: LANDINGZONE
Initial Animation: NORMAL
Initial Frame: landingzone

POSITION

PositionX: 320
PositionY: 360

Step 2—Add Collision Data

By compiling and running the project, you'll see that the new landing zone is next to the original zone. If you try to land on the new zone, your UFO will go right through it—you must add collision data. Open the map closeMap and click on the Collision Data button to bring up a large view of the map. Add a horizontal line segment to the right of the original landing zone's segment by left-clicking where the right point should be and right-clicking where the left point should be. Next, select the arrow cursor and click and drag a rectangle around the new collision segment. Right-click anywhere inside the rectangle to make a menu pop up, then choose the Assign ID entry and give the segment an ID of 2.



Place a new collision-data segment next to the original landing-zone segment, then click and drag a rectangle around it and give it an ID of 2.

Step 3—Modify UfoBehaviorSM

Open the UfoBehaviorSM state machine and add a new state called pickupBombs. Add the following to the Initial Actions:

```
This->Animation(UFO_OPENDOOR);
This->Frame(0);
This->Speed(0);
landed = true;
airborn = false;
TextPTR bombs ("bombs");
*bombs = 5;
```

Add an edge from idle to pickupBombs and replace its Conditions code with:

```
return This->CollisionWithMap(2);
```

Add an edge from pickupBombs to readyToTakeOff and replace its Conditions code with:

```
return This->EndOfAnimation(UFO_OPENDOOR);
```

Save, compile and run. You'll have a new bomb-pick-up place.

Fall and Follow

When a bomb drops, it falls straight down, even if the UFO was moving laterally when it released its load. You can give the bomb momentum with an easy code change and make it so the bomb moves in the air, along with the UFO.

Modify UFOFireSM

Open the UfoFireSM state machine, then open the fireBomb state and search for the following line in the state's Initial Actions code:

```
bomb->VectorDirection(0,1);
```

Replace the line with:

```
SpritePTR ufo ("ufo");
bomb->VectorDirection(ufo->Direction(ufo->DirectionX(), 1));
bomb->SpeedX(ufo->SpeedX());
```

The code will make the dropped bomb have the same speed along the X axis that the UFO had when it released the explosive device.



A simple change to the state machine that controls the bombs' behavior will make the bombs move along with the UFO as they drop.

"Console Game of the Year."

6th Annual Interactive Achievement Awards, Academy of Interactive Arts and Sciences

"The best Xbox game of 2002."

Entertainment Weekly ~ A-score



"Don't hesitate to buy this amazing game."

Electronic Gaming Monthly ~ Editor's Choice Gold Award



"Truly the next generation in stealth combat."

GamePro ~ 5/5



"9.6 highest score ever."

Official Xbox Magazine ~ Editor's Choice Award

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CLASSIFIED INFORMATION

CODES THAT WORK. STRATEGIES THAT HELP. INFORMATION THAT YOU CAN USE.



CI swings for the fences this month with codes for MLB Slugfest 20-04 (GBA and GCN versions) and codes for a slugfest of another variety—cartoonish boxer Black & Bruised. We also have codes that will get you closer to the end of Red Faction II and strategies that will take you through the middle passage of space-shooter extraordinaire Ikaruga. Let the games begin.

AGGRESSIVE INLINE
BLACK & BRUISED GCN
IKARUGA GCN
MLB SLUGFEST 20-04 GBA

MLB SLUGFEST 20-04 GCN
RED FACTION II GCN
SUPERMAN: SHADOW OF APOKOLIPS GCN

RED FACTION II

▼ CHEAT REVOLUTION

RED FACTION II CHEATS OFFER NOVELTY GRAPHIC EFFECTS AND THE POWER TO PUMMEL SOPO'S ARMY.

Red Faction II sets the bar for massive destruction on the GCN. You can increase your destructive power and see some very odd occurrences by entering cheat codes. Enter the Extras menu from the main menu, then select the Cheats option to bring up the cheat-code-entry interface. You can also access the interface in the middle of a campaign from the Game Paused menu. Highlight the code entry box and press the A, B, X and Y buttons as the code reads to fill the box with button icons. Once you have input the desired button combination, highlight the Accept box and press the A Button. After you enter a code successfully, the button icons in the code-entry box will disappear. If the codes unlock any of the 12 features that are initially covered by question marks on the Cheats screen, the features will appear as selectable options. Highlight any feature that you wish to initiate and press the A Button to toggle it on.

AID THE REVOLUTION

Four cheats give your fighter more strength and firepower. The Super Health cheat recharges your health automatically after you take hits. The Infinite Grenades cheat sets your grenade supply to 10, but it never depletes. You can make enemies more powerful with the Director's Cut cheat, adding to the excitement of your pulse-pounding battles. The Infinite Ammo cheat replenishes ammunition supplies. Your Rail Gun will fire at a faster rate with the Rapid Rail cheat.

CODE	UNLOCKED CHEAT
AAABYBYX	SUPER HEALTH
YAXBXXAB	DIRECTOR'S CUT
YBAXYXAB	INFINITE AMMO
XAXYAXAX	INFINITE GRENADES
XXYYAABB	RAPID RAILS

ADD WACKY GRAPHICS

Many Red Faction II cheats don't affect game play, but they add unusual graphic elements. You can light targets on fire with standard bullets when you turn on the Rain of Fire cheat. Targets explode when regular bullets hit them after the Gibby Ammo cheat takes effect. The Extra Chunky code adds flying debris to explosions. The Wacky Deaths cheat makes enemies dive to the ground face-first when defeated. By activating the Walking Dead cheat, you can make enemies walk like zombies. Explosive weapons cause targets to explode when you turn on the Gibby Explosions cheat. The Explosive Personality code makes characters who talk to the player-controlled character explode.

CODE	UNLOCKED CHEAT
YYYYYYYY	RAIN OF FIRE
AAAAYXAA	GIBBY AMMO
XXXBXAXX	EXTRA CHUNKY
BBBBBBBBBB	WACKY DEATHS
AAAAAAAA	WALKING DEAD
BXAYBXAY	GIBBY EXPLOSIONS
A	EXPLOSIVE PERSONALITY

BIG CHEATS

We saved the most important codes for last. By entering YXBXYYABA, you can unlock all of the cheats at once. By entering XYABYXAA, you can unlock all of the levels. The last code unlocks all of the levels and all of the cheats.

CODE	RESULT
YXBXYYABA	UNLOCK ALL CHEATS
XYABYXAA	UNLOCK ALL LEVELS
BBAAYYXY	UNLOCK ALL CHEATS AND LEVELS

MLB SLUGFEST 20-04

GBA

▼ SLUGFEST SILLINESS

CODES

ADD CRAZY GRAPHIC EFFECTS TO YOUR GBA SLUGFEST SESSION.

If you're a Midway Sports fan, you'll recognize the three Midway icons that appear on the screen after you select the matchup and before the game begins. By changing those icons with the B, A and R Buttons then pressing a direction on the Control Pad, you can activate a load of codes. Press each button the number of times shown in the table below, then press the Control Pad in the indicated direction to trigger each code. A message will confirm correct code entry. Most of the codes add odd graphic effects. The Backwards Fielders code reverses fielding controls (press Left to move right, for example). The All Fielders Run code makes your fielders more mobile.

B A R DIRECTION MESSAGE

2	4	2	UP	1920 MODE
1	3	2	UP	ALL FIELDERS RUN
4	4	2	RIGHT	BACKWARDS FIELDERS
1	4	1	LEFT	FIREWORKS
3	1	3	DOWN	GHOST FIELDERS
3	4	3	UP	NUKE BALL
3	2	2	LEFT	SKULL BALL



The Nuke Ball code adds a nuclear-warning effect to the fielding view.



The Skull Ball code creates a skull trail when the ball is in motion.

SUPERMAN: SHADOW OF APOKOLIPS

GCN

▼ SUPER CODES

CODES

FIGHT CRIME WITH EASE AND UNLOCK LOADS OF FEATURES IN SUPERMAN'S FIRST GCN ADVENTURE.

Your fight for truth, justice and the American way will be a piece of cake after you enter cheat codes that give you infinite health and infinite super power. Enter the Options menu, then choose the Cheat Menu selection and enter any of the codes listed below. A confirmation message will follow correct code entry. Not even Kryptonite will stop you.

CODE

MESSAGE

FEELING DRAINED	PLAYER SET TO PARASITE
FIRST AID	INFINITE HEALTH
INTERVIEW	BIOGRAPHIES UNLOCKED!
JUICED UP	INFINITE SUPER POWER UNLOCKED
POPCORN	MOVIES UNLOCKED!
SECRET IDENTITY	PLAYER SET TO CLARK KENT
SIGHTSEEING	LEVELS UNLOCKED!
SORE FINGER	EASY TEST OF STRENGTH ACTIVATED
STOP THE CLOCK	TIME LIMITS REMOVED



The Feeling Drained code allows you to play as Parasite.



Enter Secret Identity to don Clark Kent's suit and glasses.

AGGRESSIVE INLINE

GBA

▼ EXTREME UNLOCKS

CODES

UNLOCK ALL LEVELS AND ALL SECRET SKATERS IN AN INSTANT.

Acclaim's excellent GBA inline-skating game defaults to a choice of 10 skaters at four levels in Freestyle mode. You can add to your choices with two codes. At the title screen, enter the codes listed below. The first code gives you nine more levels to skate. The second code unlocks eight more skaters, including Mr. Astro and Superdude. A celebratory sound effect confirms correct code entry.

CODE

RESULT

UP, DOWN, UP, DOWN, LEFT, RIGHT, B, R	UNLOCK FREESTYLE LEVELS
L, L, B, R, R, L, R	UNLOCK SECRETS SKATERS



Hop into an advanced level by using the level unlock code.



Five of the unlockable skaters have maxed-out stats.

SEND YOUR CLASSIFIED INFO TO
CLASSIFIED@NINTENDO.COM
OR MAIL TIPS TO: NINTENDO POWER CLASSIFIED INFORMATION
P.O. BOX 97033 REDMOND, WA 98073-9733



The First Aid and Juiced Up codes give you infinite health and power.



You can watch every cinematic after entering the Popcorn code.

▼ HEAVY-HITTING CHEATS

MAJESTIC'S CARTOON-STYLE BOXING GAME GETS PUMPED UP WITH POWERFUL CHEATS. UNLOCKS BOXERS, A NEW VENUE AND INVINCIBILITY.

You can expose more of the Black & Bruised boxers' antics by unlocking new features and abilities. You'll input every button-press code on the Cheat Codes screen. Select the Cheat Codes entry from the Setup menu and key in any of the codes on that page. Successful code entry will turn one of the rows of question marks on the screen into a description of the unlocked feature. If you want to lock an unlocked feature, enter the code again.

UNLOCK BOXING STYLES

One code unlocks the ultimate Black & Bruised arena—the scrap yard. Another code opens a new tournament. The Intercontinental Tournament Trophy is the most coveted prize in the game. You'll need a lot of practice, or invincibility, to go all the way.

CHEAT CODE

START, A, A, Y, Y, Y,
X, X, X, START
START, Y, Z, Y, Z, A, START

RESULT

INTERCONTINENTAL MODE
UNLOCKED
SCRAP YARD SCENE UNLOCKED



The Intercontinental Tournament is a step beyond the World Champion Tournament.



Scrappy fighters belong in the Scrap Yard. Press X when setting up a fight, then select your arena.

UNLOCK BOXERS AND SKINS

The game defaults with your choice of 14 boxers. After you enter the code that unlocks all boxers, you'll be able to choose from 19 boxers, including the trainer. Every boxer has two skins, so you can tell the combatants apart when a boxer fights his or her alter ego.

CHEAT CODE

START, A, Y, X, X, Z,
Z, Y, A, START
START, A, Z, Y, X, START

RESULT

ALL BOXERS ARE UNLOCKED
SECOND SKIN UNLOCKED



One code unlocks five boxers. For the ultimate battle, put Matador up against King Kahn.



After you enter the code that unlocks skins, press Z before the fight to switch skins.

ADD CHARACTER

The crazy characters in Black & Bruised add a lot to the game. You can learn more about the characters by listening to their taunts and by going through Boxer's Life mode. The Conversation Mode code makes the boxers deliver more taunts between rounds. The Boxer's Life code unlocks every chapter in Boxer's Life mode for every participant, allowing you to skip ahead to advanced scenes.

CHEAT CODE

START, Z, A, Y, X, Z, Z,
START
START, A, X, Y, Z, A, X, Y, Z,
START

RESULT

CONVERSATION MODE
UNLOCKED
BOXER'S LIFE UNLOCKED



When Conversation mode is unlocked, the boxers will volley taunts between rounds.



Learn more about the Boxer's Life participants by selecting unlocked chapters.

UNLOCK POWER AND SPEED

The codes that affect game play offer invincibility, a constant stream of power-ups and additional speed. If you enter either the invincibility code or the Constant Power-Up code using a Controller that is plugged into the first Controller port, you'll give Boxer 1 the new abilities. If you use a Controller that is plugged into the second port, the abilities will go to Boxer 2.

CHEAT CODE

START, A, A, Y, Y,
Z, Z, X, X, START
START, A, Y, A, Y,
A, Y, X, X, START
START, Z, Z, Z, Z, Z, Z,
Z, START

RESULT

INVINCIBILITY
UNLOCKED
CONSTANT POWER-UP
UNLOCKED
DOUBLE SPEED ACTIVE
UNLOCKED



Enter the Constant Power-up code using Controllers in the first two ports for a wild match.



The double speed code ensures a fast, but probably short, fight.

▼ SHINRA'S SURVIVAL

GUIDE FIGHTER SHINRA THROUGH CHAPTER 3 OF SPACE-SHOOTER IKARUGA AND EARN A HIGH SCORE BY COMPLETING CHAIN COMBOS.

The Volume 168 *Ikaruga* strategy review took you through Chapter 2. In this issue, we'll give you survival strategies for the next chapter and get you ready for more battles.

CHAPTER 3-1

The third chapter opens with a swarm of two types of ships. Round ships rotate in clumps while jet fighters stream down the sides of the playing field. Stay near the middle of the field and fall back to take out the fighters when they close in on you. When you reach the zigzagging corridor, concentrate on the area around your ship and carefully move around the wide obstacles. Fly into the obstacles' streams if you need energy, but make sure that the streams don't push you into the corridor walls.



Target the enemies in the opening area in matching groups of three to score chain bonuses.



Squeeze between the moving sections and the static sections of the zigzagging corridor.



Soak in the energy from the jets, but don't let them push you into the walls.



Take out the black-energy turrets then fly into the stream of the white-energy turrets.

CHAPTER 3-2

Large ships of both polarities shower shots down onto your ship at the beginning of the chapter's second section. Stay near the center of the corridor, absorb energy from the ships, and release the energy when your gauge is full. When you reach the energy streams that pour from the walls, switch to a matching polarity and veer toward the energy sources to avoid being pushed into the opposite wall. The next challenge is two waves of fighters that emerge from the top and bottom of the screen. Watch your ship as you avoid the black ships that overtake your ship. The enemies will get very close, but you should be able to survive the onslaught untouched. When you reach the area where poles pop from the walls, move up and down to keep them from closing in on you. Eventually, you'll discover a zigzagging path of narrow openings.

As you reach the end of Chapter 3-2, a large ship will catch up to you. Let it pass, then follow it as it crashes through the blocking poles.



Stay near the center of the field at beginning of Chapter 3-2 and absorb enemy shots.



The streams that pour from the wall are great sources of energy. Watch your polarity.



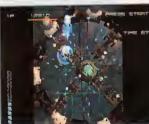
Search for a narrow path between the gaps, where the ends of the poles don't quite meet.



Let the large ship pass you, then stay behind it and soak in the energy from its trailing streams.



The turrets provide energy to the Chapter 3 boss. Stay near the top of the screen.



Maneuver your ship between the gaps in the spikes and target the turrets.



When the hub releases energy streams, switch to a matching polarity.



After you've destroyed all turrets, the ship will fall to pieces and you'll move on to Chapter 4.



▼ MIDWAY STRIKES AGAIN

MIDWAY'S SPORTS GAMES ARE ALWAYS PACKED WITH CODES. **MLB SLUGFEST 20-04** HAS BOTH NEW AND RETURNING UNLOCKABLES.

Although few codes change the way **MLB Slugfest 20-04** plays, many change the way the game looks. You can unlock characters, bats, balls and stadiums and give your team a stats advantage. After you select your teams and press the Start Button, you'll see icons at the bottom of the Today's March-Up screen that are associated with each team. You can change the icons by pressing the B, A and X Buttons. Press the buttons the number of times shown in the tables on this page, then press the Control Stick in the indicated direction to trigger each code. A confirmation message will follow correct code entry.

UNLOCK STADIUMS

In addition to the MLB ballparks, the game features seven unlockable stadiums. Coliseum Stadium, Rocket Park Stadium and Monument Stadium have returned from **MLB Slugfest 20-03**. The others parks are new. Dimensions vary from one park to the next, making some parks more hitter friendly, but the difference is negligible because the game always gives the advantage to the hitter.

B A X DIRECTION MESSAGE

3	2	1	LEFT	ATLANTIS STADIUM
3	3	3	UP	COLISEUM STADIUM
3	2	1	RIGHT	EMPIRE PARK STADIUM
3	3	3	LEFT	FORBIDDEN CITY STADIUM
3	2	1	DOWN	MIWADY PARK STADIUM
3	3	3	DOWN	MONUMENT STADIUM
3	2	1	UP	ROCKET PARK STADIUM

UNLOCK BATS AND BALLS

Both players can input codes. Unlocked bats fall into the hands of only the team whose player unlocked them. Most unlocked bats have no effect on the way the game plays, but some increase the chances for contact because of their large size. Unlockable balls noticeably change the physics of the game. The 16' softball is not really 16 feet wide, but it is considerably larger than the standard ball. The large size makes it easier to hit but more difficult to hit far. The rubber ball is a smaller-than-standard target that will soar out of the park if you hit it squarely. It also bounces erratically, which makes it more difficult to field.

B A X DIRECTION MESSAGE

-	-	2	UP	BLADE BAT
-	-	1	UP	BONE BAT
-	-	3	UP	ICE BAT
-	-	4	UP	LOG BAT
-	-	4	LEFT	MACE BAT
-	-	5	UP	SPIKE BAT
2	4	2	DOWN	16' SOFTBALL
2	4	2	UP	RUBBER BALL



The blade bat doesn't make your player a better hitter, but it does add an intimidation factor.



The rubber ball is a small target, but it really soars once you connect.

UNLOCK TEAMS

Unlocking teams changes the look of the players in the selected Major League team, but their stats remain the same. Scorpion Team and Subzero Team turn your players into characters from Midway's Mortal Kombat games. Scorpion uses the blade bat while Subzero uses the ice bat.

B A X DIRECTION MESSAGE

2	3	1	DOWN	ALIEN TEAM
1	3	3	DOWN	BOBBLE HEAD TEAM
2	3	3	DOWN	CASEY TEAM
1	-	2	DOWN	DOLPHIN TEAM
2	1	2	RIGHT	EAGLE TEAM
2	1	1	RIGHT	HORSE TEAM
2	2	-	RIGHT	LION TEAM
1	1	-	DOWN	MINOTAUR TEAM
2	3	2	DOWN	NAPOLITANO TEAM
2	2	2	DOWN	OLSHAN TEAM
2	1	-	RIGHT	PINTO TEAM
2	2	2	UP	RIVERA TEAM
1	1	2	DOWN	SCORPION TEAM
1	2	2	DOWN	SUBZERO TEAM
3	3	3	RIGHT	TEAM TERRY FITZGERALD
2	2	2	RIGHT	TEAM TODD McFARLANE

B A X DIRECTION MESSAGE

2	-	RIGHT	BIG HEAD	
1	-	1	DOWN	LITTLE LEAGUE
2	-	LEFT	TINY HEAD	

MANAGE CODES AND PUMP UP THE STATS

Two codes help you manage code entry and three codes give your batters maximum strength in crucial stat categories. The players' listed stats don't change, but their performances improve. The last code gives you unlimited turbo power.

B A X DIRECTION MESSAGE

1	1	1	DOWN	CHEATS DISABLED
3	-	3	UP	EXTENDED TIME FOR CODES
3	-	3	LEFT	MAX BATTING
-	3	-	LEFT	MAX POWER
-	3	-	LEFT	MAX SPEED
4	4	4	DOWN	UNLIMITED TURBO

HIGH ENERGY PUZZLE PERFECTION

"Hours of addictive fun!"
— Game Pro

The greatest puzzle game of all time is back! Super Puzzle Fighter is chock full of ferocious competition, pint-sized characters and non-stop high-energy insanity! Stack the filled colored gems in strategic combinations. When the time is right, use a burst gem to shatter your blocks and watch your character demolish your opponent! Be the first to fill the other's screen with gems and K.O. . . . you win!

EVERYONE
ESRB

Mild Violence

GAME BOY ADVANCE

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SNIK! YOU'LL NEED TO BE EXTRA-SHARP WHEN FACING WOLVERINE'S PAST AND PRESENT, SO UNLEASH YOUR ADAMANTIUM ATTITUDE.

A WOLF ON THE PROWL

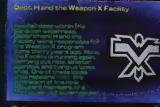


ACT I: REBIRTH ACT II: LONE WOLF DOWN

In coordination with 20th Century Fox's big-screen sequel, *X2*, Activision and GenePool Software have delivered *X2: Wolverine's Revenge* to Nintendo GameCube. The story, written by comic book veteran Larry Hama, stars beloved Logan. Tactical game play and fierce fighting combine effectively into a title that mutant maniacs will instantly want to add to their collection.

XCELLENT XTRAS

Cerebro



Memory files scattered throughout the game unlock items in the Cerebro section of the Bonus menu. Original artwork and concept sketches are among the goodies.

Back

Costume



Back Select

The health canisters you'll find are essential during certain stages of the game, especially when Wolverine's recuperative abilities are hampered. There are also classic comic books sprinkled throughout the adventure. In many instances, you must bash through walls to find the hidden comics. It's well worth the hassle, because the comics unlock costumes for Wolverine to wear in later levels. Who wouldn't want to see Logan donning some vintage yellow tights?



WOLVERINE'S™ REVENGE



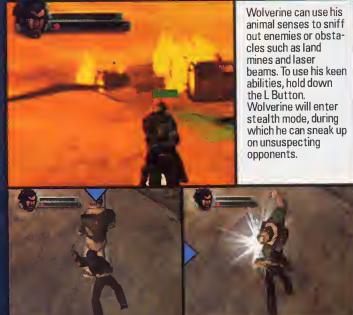
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ANGER MANAGEMENT

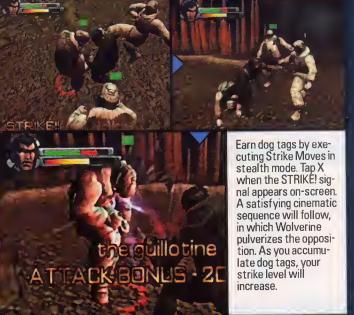


Awaking to find yourself the guinea pig in an evil experiment isn't the best way to start the day. Wolverine's temper can turn him into an unstoppable machine. Fill the rage meter by striking enemies consecutively. When your health is low, retract your claws to regain strength slowly.

DOG-EAT-DOG WORLD



Wolverine can use his animal senses to sniff out enemies or obstacles such as land mines and laser beams. Use his keen abilities, hold down the L Button. Wolverine will enter stealth mode, during which he can sneak up on unsuspecting opponents.



Earn dog tags by executing Strike Moves in Strike Mode when the STRIKE signal appears on-screen. A satisfying cinematic sequence will follow, in which Wolverine punishes his opposition. As you accumulate dog tags, your strike level will increase.

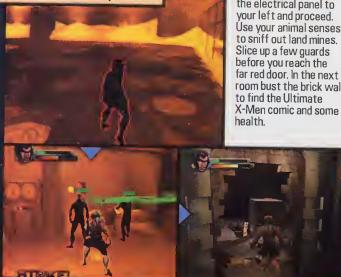
STRIKE LEVELS CHART

STRIKE POSITION	LEVEL 1 X BUTTON	LEVEL 2 X,Y BUTTONS	LEVEL 3 X,Y,X BUTTONS	LEVEL 4 X,Y,X,Y BUTTONS
	Cyclone Claw	The Guillotine	Rack 'n' Ruin	Surgical Precision
	Raining Pain	Over and Out	Body Bag	Wipeout
	Slice 'n' Dice	Bustin' Heads	Double Whammy	Hama's Hammer
	Claw City	Dance of Death	Claw Slam	Leaping Wolf



The story begins in 1968 at the infamous Weapon X Facility, where a group of scheming scientists are experimenting on a street thug named Logan. During Act 1 you must track down the scientists and escape the facility. Whenever possible, strike in stealth mode to earn dog tags.

Part I: Weapon X



In the first room, smash the electrical panel to your left and proceed. Use your animal senses to track down your enemies. Slice up a few guards before you reach the far red door. In the next room bust the brick wall to find the Ultimate X-Men comic and some health.



Flip the switch on the control panel and head outside. Well-organized guards will be on your arrival. Take them down as quickly as possible. Don't forget to watch for land mines while battling the bad guys. Extend your claws to defeat the lead soldier and obtain the key card.

Part II: Below Ground



Many of the guards inside the facility are armed with laser beams or flame throwers. Take out the first two groups, striking in stealth mode whenever feasible. Notice the red light in the empty hallway. When the lights blink rapidly, step back to avoid the imminent explosion.

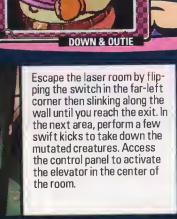
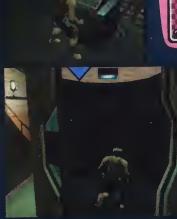


Regain your health before venturing into the gas chamber. Once inside, clear out the enemies quickly. Head up the stairs and go through the door to the left. Collect the pickups in the side room, then climb the nearby ladder to get a Memory File.

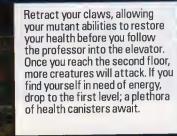
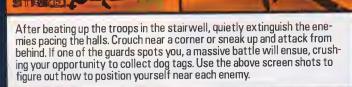


Return to the previous room and head through the north entrance. There's only one guard to worry about in the area. Sneak along the wall and strike the guard in stealth mode, then toss him into the pool. Flip the switch on the control panel to access the next zone.

Part III: Freakshow



Escape the laser room by flipping the switch in the far-left corner. Crouch near the wall until you reach the exit. In the next area, perform a few swift kicks to take down the mutated creatures. Access the control panel to activate the elevator in the center of the room.



Part IV: Runt of the Litter



Battle Sabretooth and his enormous mutant dog. After you do so, he'll regenerate, jump in the air and smash his grin. Position yourself behind him and press X to grab him. If you're successful, you'll throw him against the obstacles in the room. Tossing him toward the fire is particularly effective. Once his energy meter is empty, strike him a final time to finish him. After the fight, you will have access to every room in the laboratory. Return to the start of the level to find the scientists in the Core Chamber.



Escape the laser room by flipping the switch in the far-left corner. Crouch near the wall until you reach the exit. In the next area, perform a few swift kicks to take down the mutated creatures. Access the control panel to activate the elevator in the center of the room.



Ride down the elevator and watch Sabretooth smash your helmet into pieces. Sabretooth will dash away before you can fight him, so don't worry—he'll return later. Follow the professor, protecting him from the approaching beasts. If the professor perishes, your game will be over.

ACT 2

LONE WOLF DOWN

With his past explained, Logan can focus on the future. Unfortunately, his future will last only 48 hours unless he can find the antivirus for the disease the Weapon X scientists infected him with. Act 2 is significantly more challenging than the first, so read on carefully.

Part I: Crash Site



Take out the guards in stealth mode or sneak around the burning plane to avoid being spotted. If the helicopter turns on you, start running. One hit could end your game.



Valuable health canisters are hidden in an alcove. Take two right turns after the first guard to find the pickup. It's nearly impossible to survive the level without them.



If you didn't find the first collection of health canisters or if you're here, climb the control tower. There's one canister inside, but it's worth acquiring if your health is low.



Slash your way into the electric station on the ground level, then press X to stick your claws into the sockets and restore the power. Toggle the Control Stick Left and Right to free yourself.



INFO Once you've wiggled your way out of the electrical substation, follow the road back to the main entrance. Stay on the left side of the path to avoid the helicopter's missiles. Visit nintendopower.com for more detailed strategy for negotiating the tricky helicopter area.



Follow the stairs on the right to reach the control room. Inside, bust the explosive drum to blow a hole in the brick wall. Pass through the hole and retrieve the Classic Orange comic.



STRIKE!!



Take the Professor's advice and resist using any stealth maneuvers in the crowded lobby. Land Strike Moves while you're surrounded by more than one enemy. Wolverine can take out two foes at once, earning bonus points. Once the room is clear, hop on the elevator.



RRMMMBL!

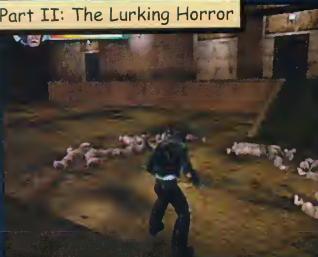


Approach the control panel at the front of the room and activate the elevator. Professor X will warn you of the incoming horde of enemy troopers.



Take the Professor's advice and resist using any stealth maneuvers in the crowded lobby. Land Strike Moves while you're surrounded by more than one enemy. Wolverine can take out two foes at once, earning bonus points. Once the room is clear, hop on the elevator.

Part II: The Lurking Horror



FLOAT YOUR BOAT

There's nobody in sight. That can't be a good sign. The first door leads to a surveillance video, and the second door leads to the Classic Yellow comic. Leave the area by crawling under the damaged structure. You will reach a group of guards, each positioned near alarms. If they spot you, the game will end. Distract the guards by flipping the switch in the control room. Don't climb down the ladder! Strike the guard at the ladder's bottom from above, then circle the room, eliminating enemies one by one.

Part III: Sealed In



To escape the mine, stay on the main road through the first two intersections. Jump over a gap and crawl under a low ceiling. Attack the guard then follow the path right to a winch to reach the next level.

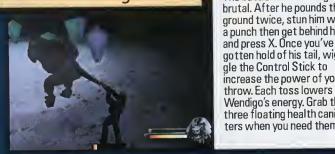
Part IV: Grim Discoveries



If multiple troopers surround you, strike them down and wait for a single guard to approach. Stun the guard with a few kicks, then press X to hold him over your shoulder. Carry the dazed guard toward the hungry Wendigo, but don't get too close. Toss the guard in Wendigo's direction and follow the monster toward his lair. Repeat the process twice. The camera can be frustrating—try to keep it positioned behind Wolverine.



Part V: Wendigo's Cave



The battle with Wendigo is brutal. After he pounds the ground twice, stun him with a punch then get behind him and press X. Once you've gotten him this far, wiggle the Control Stick to increase the power of your throw. Each toss lowers Wendigo's energy. Grab the three floating health canisters when you need them.



THE CLOCK IS TICKING

Logan's adventure has just begun. During more than 20 levels spanning six acts, Logan will receive help from allies such as Rogue, Beast and Colossus before facing off against the mighty Magneto. But don't fear—as you gather dog tags the hero will turn into an unstoppable beast. Just make sure you find the antivirus before runs out.

Explore Peaceful Kadishu

You'll stow your cards while visiting the quiet town of Kadishu. Relax and talk to all the townsfolk—most of them offer useful tips. Visit the town's card shop, collect some new cards and learn about Jarvis' recent visit to Gromtull Desert.



1 RED-FAIRY HUNT



Red Fairies are more accustomed to being around humans than their blue cousins—they are each have a bit of wisdom to share with those who will listen. If you approach a Red Fairy, she will give you clues about how to locate their kin and tips about the areas you find them in. They'll also teach you powerful card-combo moves that you can use in battle.

COMBO MOVES

After a Red Fairy tells you about a card combo, the combo move will appear in the Combos menu (accessed through the Status menu). Combo moves are powerful attacks.

GOBLIN GUTS: No. 009 BOBBORGLIN + No. 077 ICE GOLEM Two Goblins team up to pound and pummel your foes.

TEMPER TANTRUM: No. 030 FIRE GOLEM + No. 097 ICE GOLEM A Fire Golem and an Ice Golem work together to summon a storm of fire and ice that damages all enemies in a large area.

2 KEEP KADISHU CLEAN



No. 118 Leprechaun

3 THE Z EFFECT



A Kadishu townsman will tell you about the Z Effect. It greatly boosts the power of a selected card at the cost of double the magic. Cards in Power Boost mode glow blue, and pink Magic-Stone icons appear over them.

4 KADISHU'S CARD SHOP



There are only two card shops in all of Argryll. One is in Kadishu and the other is far away in the Wyrt region's Granfeld Cathedral. At card shops you can purchase and sell cards for gold, or copy and upgrade your cards at the cost of the selected card's individual experience points.

5 PURCHASE A CAPTURE CARD



A rogue statue in Kadishu will sell you a rare Capture card for 1,000 gold. After you purchase the first Capture card, each subsequent one will be 2,000 gold. A Capture card will imprison a monster if the card deals the final blow.



No. 226 Capture Card

6 MORE GARBAGE

Return to Kadishu often to see if more garbage has appeared. The next reward for cleaning up is the Super Scrubber—a mechanical card that collects Magic Stones for you. Later you will earn the Larval Fly.



No. 215 Super Scrubber



No. 051 Larval Fly

7 COMBINING CARDS



A young man near the water fountain in Kadishu can combine cards to create rare cards. One possible combination is a Unicorn card and an Elf card. Give him both cards—return after some time has passed to get the Centaur card.



No. 166 Centaur

Escape to Bhashea High Road

The Band of the Scorpion stops to camp along the Bhashea High Road for the evening after its visit to the nobleman's residence. Explore the area to collect a few new monster cards and to hone your battle skills.

CUSTOMIZE YOUR DECK FOR EACH AREA



You won't have enough cards to customize your deck fully for the first few areas—later on, check what types of enemies dominate an area and adjust your deck accordingly. The way you design a deck can make or break a mission.

ATTRIBUTES

Press Start on the world map to bring up the menu. Compare your deck's attributes (top row) with the attributes of the enemies in each area. The menu also displays how many of each card type you have in your deck (bottom row). Press Z to get help with menu info.

WATER is stronger than FIRE
FIRE is stronger than WOOD
WOOD is stronger than EARTH
EARTH is stronger than WATER

NEUTRAL: MECHANICAL:

Strong offense
Low magic consumption
All card types
All card attributes

Low magic consumption
and strong defense against other card attributes

1 THROW A CARD OVER THE BANK



No. 006 Elephant

2 THE FIRST DECK POINT



The first Deck Point among many you'll encounter is in the Bhashea High Road area. Deck Points replenish your health fully when you activate them. Deck Points give you the option of throwing your deck across the bank. You can earn your deck (add newly acquired cards) only at a Deck Point during a mission.

3 STORM HAGAN TROUBLE



Two Storm Hagnans block the passage between Bhashea High Road and your next destination, Kadishu. Storm Hagnans have the wood attribute, so they are weak to fire attributes. Use the Super Scrubber card and the new Red Lizard card (add it to your deck at the Deck Point) to give the Storm Hagnans a thrashing. Watch for the their Boomerang Axe attack.



4 SAVE THE SCORPIONS



The Kendarian Army doesn't take kindly to the Band of the Scorpion meddling in their affairs. Talk to a man in Kadishu to learn that some Kendarian soldiers are using the humans. Return to Bhashea High Road to save your friends. Defeat the three Kendarian soldiers to complete the mission.

5 HELL HOUND JUMP



Return to Bhashea High Road after you obtain the Hell Hound card in the Fossil Boneyard area. Transform into the Hell Hound and use the Jump ability to cross the bank you tossed the hound across earlier.



No. 124 Golden Porcupig

TRANSFORM CARDS NP

A handful of mysterious Transform cards are hidden throughout Argryll. The powerful cards enable Tara to transform into various creatures. Each Transform card grants Tara the power to do things no ordinary human could do, such as fly, jump great heights and smash through walls.

6 ENTER BHASHEA CASTLE

After you've obtained a Transform card that enables you to jump or fly (such as Hell Hound or Birdman), return to Bhashea High Road. Cross the broken bridge and enter a new section of the area. Unlock the gates by placing Helder cards on the glowing red circles. Defeat the enemies that block the exit to unlock Bhashea Castle.

7 FLY TO THE LONE PILLAR

A single pillar rises from the water in Bhashea High Road's hidden section. After you cross the broken bridge, use a Transform card such as Birdman or Baba Yaga, use a fly to fly to the pillar. Open the treasure chest on the pillar top to find a rare Water Moray card.



No. 219 Water Moray

Siege the Kendarie Fortress

The Kendarie Fortress marks the border between Bhasrea and Kendaria. Victor has his sights set on the Kendarian Army's Runestone stash as the bandit troupe's next big heist. It's up to Tara to penetrate the fortress and open the front gate.

1 SLIP BY IN THE SHADOWS



The Kendarie Fortress is heavily guarded by mechanical monstrosities—Death, Mandragora, and the Mechanapult. Watch the pattern in which the searchlights move and try to avoid their paths. If a searchlight catches you, the light will turn red and summon an Aggressor GL2 to attack you.

2 GET THE BLUE KEY



Many areas of the Kendarie Fortress require three different keys—the Blue Key, the Red Key and the Green Key—to open. Tara must defeat the Kendarie soldier who holds each key to access the locked areas. Kendarie soldiers carry mantris that summon Runestones which allow them to summon lesser monstrosities. Defeat the first Kendarie soldier to proceed and obtain the Blue Key.

3 THE SEARCHLIGHT GATE SWITCH



Activating switches is a good thing—always. The searchlight gate switch may not seem to do anything when you activate it, but it's crucial that you do—it'll gain access to a collectible on the Kendarie Fortress map displayed above. If you forget to activate the switch, you'll run into a closed gate when you try to proceed through the fortress.

4 GET THE RED KEY



Similar to the Kendarie soldier who held the Blue Key, the bearer of the Red Key will summon monsters to attack you. Use Weapon-type and Independent-type monsters to attack the Kendarie soldier and to keep the Kendarie soldier from attacking Tara directly. Watch out for the soldier's Dark Raven summon. Defeat the Kendarie soldier to obtain the Red Key.

5 GET THE GREEN KEY



The final key to the Kendarie Fortress is the Green Key—it's not necessary to complete your mission, but it will grant you access to a chest with a Death card inside. The Kendarie soldier who holds the Green Key is quite formidable—the choice to fight or not is yours. You can always return later to get the card.

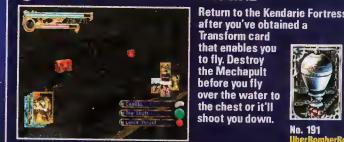


6 OPEN THE GATE



Victor and the remaining Scorpions are waiting patient for Tara to open the front gate so they can proceed into Kendaria. After you've obtained the Blue Key and the Red Key, you'll need to open every door that leads to the gate switch. Activate the switch to open the Kendarie Fortress's front gate to complete your mission.

7 OUT-OF-REACH TREASURE



Return to the Kendarie Fortress after you've obtained a Transform card that enables you to transform into the Mechanapult before you fly over the water to the chest or it'll shoot you down.



No. 191 UltraBomberBot

Tara's Tale Unfolds

Tara and the Band of the Scorpion proceed into Kendaria, where their fates take an unexpected turn. What is Tara's true identity and what evil is the Kendarian Army meddling with? We've shown you a mere glimpse of what's in store—with a two-player battle option, more than 200 cards and two endings to experience, you'll have to check out the rest for yourself!



Games Ahead!

FIND OUT THIS SUMMER AT DIGIPEN!

DIGIPEN INSTITUTE OF TECHNOLOGY, the leader in video game development education, is offering high school students a unique hands-on experience through its TWO-WEEK SUMMER WORKSHOP PROGRAMS! Taught at DigiPen's campus in REDMOND, WASHINGTON, students can opt to study one or more of the following:

GAME PROGRAMMING - LEVELS 1 & 2

Students learn the fundamentals of C/C++ programming, computer hardware theory and the essential elements that go into making a video game, including animation, sound, collision and artificial intelligence. Students then create their own games using an easy-to-use proprietary software tool called ProjectFUN™ that lets you utilize complex programming functions, as well as modify key game components, without requiring an extensive programming background.

3D COMPUTER ANIMATION - LEVELS 1 & 2

Providing basic skills for using 3D animation software is only the beginning for the 3D Animation Workshops. Students also study creative issues that 3D game artists must contend with, such as color theory, character design, animation, lighting techniques and camera composition. The students are then expected to produce a complete 3D animation of their own design.

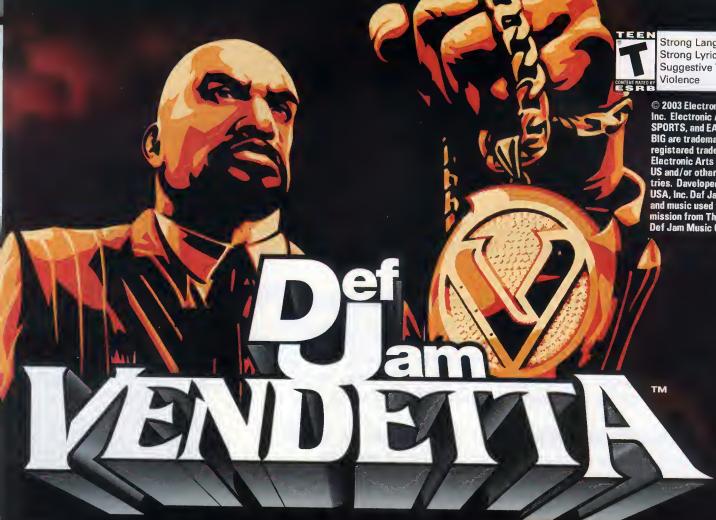
NO EXPERIENCE REQUIRED! GAMES + DIGIPEN = SERIOUS FUN!

Multiple start dates for the Workshops are now available for registration:

June 16/03 June 30/03 July 14/03
July 28/03 August 11/03

CONTACT DIGIPEN & SIGN UP TODAY!





TEEN
Strong Language
Strong Lyrics
Suggestive Themes
Violence

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The concept is quirky, but the execution is impressive. Hip-hop and body slams merge in a must-have title from Electronic Arts and Aki.

PICK YOUR BATTLE

Despite the absence of some traditional wrestling features, such as cage matches and metal chairs, Def Jam's unique Story mode and multiplayer contests will satisfy the brawler inside everyone. The game offers more than 45 fighters and 12 lively arenas.

Go Underground

Multiplayer

Survival

Battle mode allows you to set up any combination of fights for up to four players. Characters you unlock in Story mode will be available for multiplayer action.

In Survival mode, you face each of the game's characters in sequence. Only skilled fighters will survive the marathon quest.

Story mode drops you into the underground world of fight clubs, where a boss named D-Mob is king. Each victory unlocks new characters.

nintendopower.com

BEAT THE STREET

Each fighter has unique attributes. Large fighters, for example, pack a powerful punch but move slowly. A fighter who's low on stamina will have a hard time recovering from combos. Take time to formulate a strategy before every bout.

Turnbuckle Torture



Combos offer a quick way to lower a fighter's energy. Grab your opponent with the A Button, then throw him toward a turnbuckle using the X Button. Once he's stunned, approach and press B to unleash a flurry of hits.

Blazin' Finale



When your fighter's momentum meter is full, enter Blazin' mode and grab your opponent and wiggle the C Stick to perform a bone-crunching finisher. Visit nintendopower.com to see a painful KO in action.

Sweet Submission



When a fighter is down, you can weaken one of his body parts using the Control Stick and the A Button. If your opponent attacks you in that manner, tap any button furiously to escape.



Turning the Tide



Never give up—a battle can change in an instant. Land a series of blows to keep your momentum and don't forget to showboat to get the crowd on your side. Ride the wave of support to a shocking victory.

THE FACE CLUB

Story mode begins innocently enough, with you volunteering for a few fights in place of your injured friend, Manny. But when your ex-girlfriend appears, things start to get ugly. To beat D-Mob, you'll need to earn cash and build up your skills.

Peewee

Your first fight should be a cakewalk. Stay in motion—Peewee is big, but you can run circles around him.



Drake

Take advantage of Drake's pathetic defense, but don't finish him too quickly—more pain for him equals more points for you.

Catfights



When a catfight ensues, choose the girl you want to win and support her by cheering for her. The story will proceed regardless of the outcome, but you'll unlock the winner's photos if you're victorious. At first, Deja is your girl, but that will change.



Scarface



Scarface is a big boy, so don't let his huge size and speed fool you at the start of the match. Wear him down with light grapples and quick hits, using your speed to stay away from his powerful grasp. Once he's fatigued, start delivering some hard punches.



THE WAREHOUSE

After your successful romp at the Face Club, you'll be ready to battle a tougher collection of opponents. Remember that you can exit the story at any time to earn extra cash in Survival mode. Increasing your fighter's abilities is crucial to success.

Sketch



Another chump, Sketch's poor defense leaves him vulnerable to hard grapples and constant combos.



Steel

Steel is strong but slow. Avoid his grapples and keep dancing, taking advantage of his low stamina.

Ruffneck



The crowd has no love for Ruffneck. Get the fans on your side by being aggressive from the outset.



Razor

Don't let Razor catch you in his gantuan grip. Follow quick jabs with hard grapples.

T'ai Monique



The ladies are moving in, and Deja isn't taking kindly to the intrusion. So who's it gonna be? Choose a lady and prepare for a wild rumble. The acrobatic girlfriends often produce highly entertaining fights.

Chukklez & Sketch

It's nearly impossible to win a tag-team match by submission hold or pin. Before you can count to three, your opponent's partner will be in your face. When all four fighters are in the ring at once, chaos rules. Focus on the opponent who has been tagged in and lead him away from the melee.



CRANE GAME



A Challenge from N.O.R.E.



N.O.R.E. is the second Def Jam artist you'll battle. He's one of the toughest brawlers on the roster. All of the Def Jam artists you'll meet from here on out are difficult opponents. N.O.R.E. likes to use his powerful hands, so prepare to block his attacks.



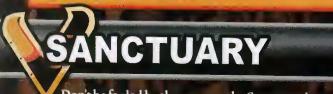
Girl Fight

The victory over N.O.R.E. has inspired another couple to risk their bones to win your heart. Enjoy the brawl between T'ai and Opal, then get back to business. Power up your fighter before you move on to the next page.



Zaheer & Peewee

Manny is ready to get back in the ring, and he has coerced you into partnering up for a tag-team match. To switch between the two fighters during the match, press the R button. The best strategy is to lead your partner out of the ring and KO him while your partner battles the other enemy. See the next page for more tag-team tips.



SANCTUARY

Don't be fooled by the name—the Sanctuary is no safe haven. The elite fight club is home to four thugs who plan on making you pray for mercy. By the time you leave, you should be the one doing the preaching. Stick with light grapples until you've weakened your opponent.



Dan G

Attack Dan G's glass jaw with quick jabs, then finish him with hard grapples. Watch for his spin kicks.



Headache

He looks tough, but he's nothing special. Headache's defense is weak. Wear him out and counter often.



Iceberg

Nice threads. Too bad they're about to get bloodied. Lure Iceberg with taunts, then slam him to the mat.



Moses

A mighty name for a mighty man. Moses is powerful but sluggish. Use light grapples and quick strikes.

All for Love



Frivolous females are once again fighting for your affection. Unfortunately, this is the last fight you'll see. Win the match to unlock more photos.



Ludacris Legs



He's fast, strong and smart, but you can beat him down on his legs. Start with light grapples and submission holds on his legs. Once he starts to slow down, attack aggressively. Be prepared for lots of reversals; his defense is stellar.



Masa

Wear down Masa with light grapples and turn up the aggression when he gets tired.



You're one step closer to the big time, but the legends of The Dragon House aren't impressed. By now you should have powered up your fighter, focusing heavily on strength and grappling. Without improved skills, you won't survive the upcoming matches.



Nyne

A good defender who's skilled at reversals, Nyne should present a challenge.



Cruz

Finish the match quickly, because Cruz has enough stamina to last a lifetime.



Arii & Ruffneck

The match is no different from the previous tag-team contests. Focus on one enemy and stay away from brawls involving all four fighters. Don't forget that you can KO an opponent outside the ring. If you find yourself pitted against Arii, run circles around the muscular Russian and avoid his strong grasp. Ruffneck is easier to defeat.



Redman & Method Man



The tag-team champs are far better than any fighters you've faced thus far, but Redman is slightly weaker than Method Man. They love to reverse, so stay away from their attacks. They also own the crowd—don't let them taunt excessively.

EYE ON THE PRIZE

D-Mob doesn't like how close you're getting to Angel, so he'll send more henchmen after you—at one point forcing you to take on three thugs at once. But no challenge is too much for a man determined to win back his woman and his pride.



- ROUTE 109** • ROUTE 108 / S. SLATEPORT CITY
- ROUTE 109 Pokemon Trainers**
- 26 Young Couple Met & Paul Dustox WTR FLY ♂ L27
 - 27 Dustox WTR FLY ♂ L27
 - 28 Fisherman Carter Tentacool WTR PSY ♂ L23
 - 29 Tentacool WTR PSY ♂ L24
 - 30 Swimmer David Walim WTR FLY ♂ L26
 - 31 Swimmer David Walim WTR FLY ♂ L26
 - 32 Swimmer Alice Goldens WTR FLY ♀ L25 (2)
 - 33 Goldens WTR FLY ♀ L25 (2)
 - 34 Tuber Gwen Wingull WTR FLY ♀ L25
 - 35 Tuber Gwen Wingull WTR FLY ♀ L25
 - 36 Tuber Carmen Marill WTR FLY ♀ L27
 - 37 Tuber Carmen Marill WTR FLY ♀ L27

The Latest Buzz from Mauville City



After you defeat your dad, Watson will emerge from his Mauville City Pokécenter and wait for someone to accept his vital mission. To reach him in a jiffy, surf to Slateport then bike up Cycling Road to Mauville.



ROUTE 110 • SLATEPORT CITY / S. MAUVILLE CITY

NEW MAUVILLE: SHOCKING!

Who knew that a New Mauville existed? Watson explains that the nearby subterranean area holds an electric generator that's gone out of control—and you need to shut it off. New Mauville crackles with Electric-type Pokémon, so take Ground-types with you to counter them.

Just a Skip and a Jump from Mauville



Bound across the waves south-east of Mauville to reach a peninsula. Enter the cave there to discover New Mauville. The sprawling underground area is filled with gates—open them using the buttons on the floors.

Make your way through New Mauville's corridors to the malfunctioning generator. Collect the Thunderstone near the generator to turn the machinery off with a quick button on the floor. Speak with Watson once more to get your reward—TM24 (Thunderbolt).

Thunder through the Secret City



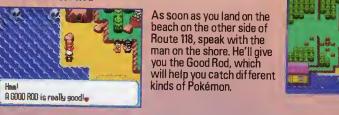
SEN stepped on the switch. ♡

This is eva thanks - a TM containing THUNDERBOLT!

MAKE A SPLASH IN EASTERN HOENN

You've made yourself a force to be reckoned with in the west. Surf Route 118 near Mauville to reach the vast eastern territory. In time, you'll cross the ocean to find many islands. Get your feet wet with a few encounters first.

Reel in a Better Rod



As soon as you land on the beach on the other side of Route 118, speak with the man holding the rod. He'll give you the Gold Rod, which will help you catch different kinds of Pokémon.

Lights, Camera, Action—Rematch!



Interviewer Gabby and Ty are hot on your trail. You fought them during your earlier travels in western Hoenn, and they want another fight. If you defeat them, you'll soon see your exploits on television.



ROUTE 118 • MAUVILLE CITY / S. ROUTE 119 / S. ROUTE 123

- ROUTE 118 Pokemon Trainers**
- 38 Interviewer Gabby & Ty Magnezone WTR L27 / Loudred ♂ L27
 - 39 Fisherman Barney Carvanha WTR FLY ♂ L26 (2)
 - 40 Bird Keeper Chester Tallow WTR FLY ♂ L26 / Swoobat WTR FLY ♂ L26
 - 41 Bird Keeper Perry Wingull WTR FLY ♂ L27

Mar the Steward's Gardens—It's a Good Thing



I done of filling the walls with beautiful flowers, so I rela... BERRIES? Do you want to pick the BERRIES? GROW BERRIES?

The Berry Master oversees the biggest garden in Hoenn. Speak with him to get new berries, then harvest his berries to clear the dirt patches for your own gardening ambitions.

ROUTE 119 • ROUTE 118



SOMETHING WICKED IN THE WIND

Team Aqua or Team Magma attempted to wreak atmospheric havoc on Mount Chimney, and it's up to far worse misdeeds in eastern Hoenn. Head northward on Route 119 to reach the Weather Institute, where the mischief-makers are up to new tricks.

ROUTE 119's Endless Diversions



ROUTE 119 Pokemon Trainers

- 42 Bug Catcher Kent Ninjask WTR FLY ♂ L26
- 43 Bug Maniac Daniel Beedrill WTR BEE ♂ L25
- 44 Bug Maniac Daniel Beedrill WTR BEE ♂ L25
- 45 Bug Catcher Greg Volbeat WTR FLY ♂ L26
- 46 Bug Maniac Taylor Magikarp WTR FLY ♂ L25
- 47 Bug Catcher Dennis Dustox WTR FLY ♂ L25
- 48 Cascrown WTR FLY ♂ L25
- 49 Bug Catcher Doug Ninjask WTR FLY ♂ L26 (2)
- 50 Bug Maniac Brent Surkort WTR FLY ♂ L27
- 51 Fisherman Eugene Magikarp WTR FLY ♂ L30
- 52 Magikarp WTR FLY ♂ L21
- 53 Feed Me! WTR FLY ♂ L27
- 54 Carvanha WTR FLY ♂ L24
- 55 ZINC
- 56 HYPER POTION
- 57 LEAF STONE
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CATCH 'EM ALL BY CATCHING 'EM BOTH

Seeking Solrock or looking for Lunatone? You'll need to explore Hoenn in both *Pokémon Ruby Version* and *Pokémon Sapphire Version* to catch every Pokémon. Although you can get Pokémon by trading with another Trainer, you'll control your own destiny by playing both games yourself and trading between them. You'll also reap the second trading benefit—traded Pokémon earn experience much faster!



#149 DUSCLOPS

TYPE: GHOST

You can catch a wild Dusclops only in *Pokémon Ruby*. It's one of the few Pokémons that can put Pressure on foes to make them lose PP.



#69 MAWILE

TYPE: STEEL

No collection is complete without Maowile—it's one of the oddest, and most steel jaws can lay open most defenses.



FIND FOUR FASTER

Tired of scouring Hoenn in search of Duskull, Illumise, Koffing and Minun? You can find them in both games, but they appear more often in *Pokémon Ruby* Version.

#87 ILLUMISE

TYPE: BUG



#108 KOFFING

TYPE: POISON



#148 DUSKULL

TYPE: GHOST



#81 MINUN

TYPE: ELECTRIC



#126 SOLROCK

TYPE: ROCK-PSYCHIC

Solrock and its cousin Lunatone are the only Pokémons of this mind-blowing type, and Solrock always lets out savage radiance with its Solarbeam attack.



#197 LATIOS

TYPE: DRAGON-PSYCHIC

One of the stars of the new *Pokémon* movie, Latios shines when it shares the spotlight with its sister, Latias. They're an amazing duo in a two-on-two battle.



POKÉMON SAPPHIRE VERSION

#198 KYOGRE

TYPE: WATER

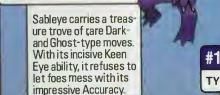
As if its Water Spout move didn't drown out the competition already, its Drizzle attack sends a torrent of Water-type pain. Catch it—you'll have only one chance!



#68 SABLEYE

TYPE: DARK- GHOST

Sableye carries a treasure trove of rare Dark- and Ghost-type moves. Within its Keen Eye ability, it refuses to let foes mess with its impressive Accuracy.



#125 LUNATONE

TYPE: ROCK-PSYCHIC

No other Pokémon has this potent dual type, save its cousin, Solrock. But Lunatone's shaw of its wing side with a big arsenal of Psychic-type moves.



#19 LOTAD

TYPE: WATER-GRASS

If Lotad has the Rain Dishability, it can turn rain into a steady stream of HP. It's a good thing Lotad can learn Rain Dance, which causes a five-turn rain storm.



#20 LOMBRE

TYPE: WATER-GRASS

At a high level, Lombre learns Water Sport, which makes Fire-type Pokémons laugh, stand still—and the Hydro Pump blasts 'em off the field.



#196 LATIAS

TYPE: DRAGON-PSYCHIC

Just like its sister, legendary Latias can use the Helping Hand move. In two-on-two tandem, they boost each other's powers into the stratosphere.



CATCH 'EM QUICKLY

Though Shuppet, Volbeat, Grimer and Plusle are in both games, you won't have to look for them for nearly as long if you search for them in *Pokémon Sapphire* Version.

#146 SHUPPET

TYPE: GHOST



#86 VOLBEAT

TYPE: BUG



#106 GRIMER

TYPE: POISON



#80 PLUSLE

TYPE: ELECTRIC

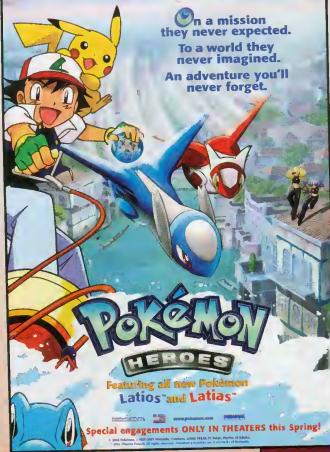


POKÉMON LATIAS & LATIOS SIGHTING!

POKÉMON

The most action-packed POKÉMON movie ever!

On a mission they never expected. To a world they never imagined. An adventure you'll never forget.



When Ash takes a sudden lead over Misty, he wonders what's gotten into his Totodile. But it's what's gotten into Totodile that's the secret to its speed. Their victory is certain... until the invisible POKÉMON lands them down the wrong canal to a crashing end.

On May 16, the fifth POKÉMON movie—POKÉMON Heroes—hit theaters and took the POKÉMON phenomenon in a new direction. The movie reveals secrets about two of the most elusive new POKÉMON, Latias and Latios. In POKÉMON Ruby and Sapphire, you'll eventually see TV shows about the two mysterious POKÉMON. But why wait for televised tidbits when you can get the full scoop on Latias and Latios from POKÉMON Heroes? They're part of the most mysterious POKÉMON movie adventure yet—one that begins in legend and ends with a tsunami-sized surprise ending!



Ash, Misty and Brock have come to the river city of Altomare (patterned after the Italian city of Venice), where Ash and Misty enter a river race. Misty's specialty in Water-type POKÉMON gives her a great edge in any aquatic competition, but Ash has his eager Totodile pulling for him.



Misty claims the prize for the race—a medalion emblazoned with two POKÉMON that she learns are central to the Altomare legend. Could the legendary POKÉMON be real?



Two villainesses, Oakley and Annie, know the truth are combing Altomare in search of Latias, Latios and their powerful Soul Dew jewel.



The outrageously coiffed duo is equipped with the latest fashions and technology—including gear that helps them see through the human forms that Latias and Latios adopt.



When the pair pounces on an unsuspecting girl and sics their Ariados and Espeon on her, Ash and Pikachu stumble onto the scene and save the girl from her tormentors.



The girl flees the scene and later, when Ash finds her again, lies the coop once more. She doesn't work hard to lose him, however, so Ash discovers her secret.



Ash tracks her to a park hidden within Altomare, where the girl protects Ash from an invisible force and reveals her—and her brother's—true identities. They're Latias and Latios.



When the secret leaks, Oakley and Annie exploit the legendary POKÉMON—and their awesome Soul Dew jewel—to harness prime energy and combine it with powerful dark energy to resurrect fossilized POKÉMON and control the ocean around Altomare. Can Ash save Latias and Latios and restore harmony to Altomare? You'll want to catch POKÉMON Heroes in theaters to find out!



BRIGHT FUTURE IN THE CARDS FOR TCG

What's the ETA on the next Pokémon-TCG series? Get your decks ready—the new Pokémon-e Trading Card Game EX: Ruby and Sapphire will hit stores on June 18!

Pokémon-e TCG EX: Ruby and Sapphire cards will fit in perfectly with all the cards you've been collecting for the last several years. The cards will feature lots of the new Pokémon and their powers. As always, some Pokémon—like Torchic, Mudkip and Treecko—will have more than one type of card, each with a different illustration and moves. Many cards will feature the cutting-edge Dot Code, so that you can continue to scan cards with your e-Reader.

The new series will feature some new game play innovations as well, including ex-marked cards, which feature Pokémon that have jaw-dropping battle powers but a jaw-shattering downside when they faint. The new series will also introduce an additional way to play—two-on-two battles!



Pokémon-e TCG EX: Ruby and Sapphire will be available in two different starter theme decks that each contain 60 standard cards, including one holographic foil card, for a suggested retail price of \$10.99. Booster packs contain nine random cards for a suggested retail price of \$3.29. We'll have more details about the new Pokémon-e TCG series next issue—so get ready to shuffle your decks. May the best Trainer win!

TRAIN FOR UPCOMING GAMES

Nintendo announced major news about upcoming Pokémon games at this year's Electronics Entertainment Expo—we've got a

look at big things to come plus a whole lot more gaming news in our E3 article on pages 30-39. Don't miss it!

WE WANT TO KNOW!

We'd love to hear about your adventures with Pokémon Ruby and Sapphire. Which Pokémon are your favorites and why? What dream teams have you assembled for two-on-two battles? Which berries make the best PokéBlocks? What nicknames are you giving your Pokémon? The new games have such depth—so there's plenty to talk about! Send e-mails to pokecenter@nintendo.com, and send letters to the address shown to the right. Subscribers can also join our PokéChat at nintendo.com, held every Wednesday at 3 p.m., Pacific Time.

We also like to get artwork from Pokémon fans! Send mail to:

Nintendo Power
PO Box 97033
Redmond, WA 98073-9733

pokemon-games.com

An ADVANCED Battle of Spirits!

Battle your way through spectacular stages in this Digimon 'BattleSpirit' race against the clock! Fun for all ages, Digimon BattleSpirit™ provides classic fighting fun for 1 or 2 players, as they compete as one of their favorite Digimon characters in an exhilarating digivolving battle!



EVERYONE
 ESRB

Comic Mischief
Mild Violence

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EPIC CENTER

Got charts? If not, we've got a boatload—and they're sure to help gamers who are trying to complete *Golden Sun: The Lost Age*. We also dug up news on two brand-new GBA RPGs, so get reading!

EPIC NEWS

It's official—*Fire Emblem* is coming to America! Long regarded as one of the best RPG series in history, the new *Fire Emblem* game (which has yet to receive an official English title) revolves around a heroine who must reclaim her place on the throne of Rieka. The game is a slick combination of turn-based fighting and military strategy—players guide large armies on the field of battle and then engage enemies in one-on-one combat. With hundreds of characters, magic spells and weapons, *Fire Emblem* is a great addition to the GBA library. We'll have more info in the coming months.



The other big news is the announcement of a new role-playing game starring Mario and Luigi! In the GBA title (currently known as Mario and Luigi), an evil witch has replaced Princess Peach's voice with explosives. Yikes!

The game is reminiscent of Paper Mario—the battle system relies on reflexes and timing, and you must navigate obstacles by jumping and using other platformer-esque moves. Mario and Luigi can work separately or team up for super moves and apparently even join forces with Bowser himself before all is said and done! The game debuts at E3, so look for more info soon.



EPIC TACTICS

Golden Sun: The Lost Age is an incredibly in-depth RPG, and it's easy to overlook some of the details while you focus on the main quest. Join Epic Center as we present an all-inclusive guide to the class system.

CLASSY!

Each character in *Golden Sun* is assigned a class at the beginning of the game. You can find your character's class by going to the Psynergy menu and looking underneath the character's picture. Changing your class is simply a matter of attaching different Djinn to a character. A character's class determines the type of Psynergy he or she can use and also affects his or her stats—which is where the charts on the next few pages come into play. The class name (Knight, Flame User, etc.) appears at the top of the chart, followed by a picture of which character(s) can attain that particular class. The next lines show the evolution of the class (a Knight, for example, can become a Gallant, Lord or Slayer), which Djinn you must equip and what statistical bonuses you'll receive, if any. The charts under the class chart show the Psynergy you will learn and at which level, and the white box beneath them lists notes about the class. Having a party with different and well-balanced classes (healers, fighters and magic users) is your best tool in the fight against evil. It will take a bit of experimentation to find a balance that you like, so mix and match Djinn to your heart's content.



LEARNING THE ROPES

Who's Who?	
Felix	lv. 52
HP: 1000	PP: 1000
EXP: 148857	Color: Blue
Character: Pirrot	

KNIGHT

Isaac	
Felix	lv. 52
HP: 1000	PP: 1000
EXP: 148857	Color: Blue
Character: Pirrot	

Felix's and Isaac's default class; characters in the Knight class can learn strong earth attack Psynergy and receive substantial parameter increases.

CLASS	DJINN REQUIRED	HP	PP	ATK	DEF	AGL	LUCK
Squire	—	+10%	+20%	+10%	+10%	+10%	-
Knight	Venus x2	+30%	+10%	+20%	+10%	+20%	-
Gallant	Venus x4	+50%	+10%	+30%	+20%	+30%	-
Lord	Venus x6	+70%	+10%	+40%	+30%	+40%	-
Slayer	Venus x8	+90%	+20%	+50%	+40%	+50%	-

LEVEL	PSYNERGY	LEVEL	PSYNERGY	LEVEL	PSYNERGY
1	Cure	24	Mother Gaia*	48	Healing Aura
2	Quake	13	Ragnarok**	26	Potent Cure
4	Earthquake	14	Duska Sphere	42	Stone Spire
6	Spira	19	Revive*	54	Grand Gaia*
7	Gaia*	20	Clay Spira	76	Healing Beam

* Class must be higher than Gallant

** Changes to Odyssey after Lord class

STATS VS. PSYNERGY

Who's Who?	
Avon	lv. 47
HP: 1000	PP: 1000
EXP: 100000	Color: Red
Character: Pirrot	

FLAME USER

Jenna	
Avon	lv. 47
HP: 1000	PP: 1000
EXP: 100000	Color: Red
Character: Pirrot	

Jenna's default class; as a Flame User, Jenna's a bit down on her luck, but the Healing Aura is great for healing your entire party.

CLASS	DJINN REQUIRED	HP	PP	ATK	DEF	AGL	LUCK
Flame User	—	—	—	—	—	+20%	-10%
Witch	Mars x2	+10%	+30%	+10%	+10%	+30%	-10%
Hex	Mars x4	+30%	+40%	+20%	+20%	+40%	-10%
Fire Master	Mars x6	+50%	+50%	+30%	+30%	+50%	-10%
Justice	Mars x8	+70%	+60%	+40%	+40%	+60%	-10%

LEVEL	PSYNERGY	LEVEL	PSYNERGY	LEVEL	PSYNERGY
1	Flare	10	Impair	26	Serpent Fume
5	Fuma	15	Healing Aura	33	Cool Aura
6	Flare Wall	18	Flare Storm	41	Searing Beam
7	Beam	21	Cycle Beam	47	Dragon Fume
9	Aura*	23	Debilitate		

* Class must be higher than Hex



FIGHTER



Garet's default class; Impair decreases your opponent's Defense, which can give you a much-needed advantage in boss battles.

CLASS	DJINN REQUIRED	HP	PP	ATK	DEF	AGL	LUCK
Guard	—	+10%	-20%	+8%	-30%	+10%	-20%
Soldier	Mars x2	+30%	-10%	+10%	+20%	-20%	-10%
Warrior	Mars x4	+50%	-	+28%	+36%	-10%	-
Champion	Mars x6	+70%	-10%	+36%	+40%	-10%	-
Hero	Mars x8	+90%	-20%	+40%	+56%	+10%	-

LEVEL	PSYNERGY	LEVEL	PSYNERGY	LEVEL	PSYNERGY
1	Flare	9	Impair*	22	Eruption
3	Guard*	12	Heat Wave**	26	Deliberate
4	Fire	14	Fireball	36	Inferno*
6	Flare Wall	15	Protect*	48	Pyroclasm
8	Volcano	18	Flare Storm		

* Class must be higher than Warrior

** Changes to Leafafter after Champion class

MARINER



Piers's default class; aside from HP, the parameter increases are a bit lack-luster. This is the only class that enables Piers to use Frost, however.

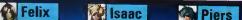
CLASS	DJINN REQUIRED	HP	PP	ATK	DEF	AGL	LUCK
Mariner	—	+10%	-10%	—	-10%	+20%	-20%
Privateer	Mercury x2	+30%	-	+10%	+10%	-20%	-20%
Commander	Mercury x4	+50%	-10%	+20%	+10%	+10%	-20%
Captain	Mercury x6	+70%	-20%	+30%	+20%	+20%	-20%
Admiral	Mercury x8	+90%	-30%	+40%	+30%	+20%	-20%

LEVEL	PSYNERGY	LEVEL	PSYNERGY	LEVEL	PSYNERGY
1	Frost	8	Tundra	24	Glacier
2	Ply	12	Diamond Dust**	30	Break
4	Cool	13	Restore	35	Pure Ply
5	Cure Poison	17	Ply Well	48	Megacool
6	Avoid*	21	Supercool		

* Changes to Diamond Berg after Commander class

** Class must be higher than Privateer

SWORDSMAN



Characters in the Swordsman class receive decent Attack and Defense increases. They can also learn the mega-useful Revive Psynergy.

CLASS	DJINN REQUIRED	HP	PP	ATK	DEF	AGL	LUCK
Swordsman	Mercury x1	N/A	-	-10%	+10%	+10%	-10%
Defender	Mercury x2	N/A	+20%	-	+20%	+20%	-
Cavalier	Mercury x4	Venus x5	+60%	+10%	+30%	+30%	+20%
Guardian	Mercury x6	Venus x5	+70%	+20%	+40%	+40%	+20%
Protector	Mercury x8	Venus x5	+90%	+40%	+50%	+50%	+40%

LEVEL	PSYNERGY	LEVEL	PSYNERGY	LEVEL	PSYNERGY
1	Ply*	11	Cutting Edge**	22	Wish Well**
4	Thorn	13	Restore	30	Break
5	Cure Poison	14	Briar	34	Pure Ply*
6	Avoid*	16	Ply Well*	38	Nettle
8	Wish***	19	Revive	46	Pure Wish***

* Class must be higher than Defender

** Class must be higher than Cavalier

*** Class must be higher than Cavalier

**** Changes to Plume Edge after Guardian class

**** Changes to Plume Edge after Luminier class

**** Changes to Plume Edge after Roninclass

**** Changes to Plume Edge after Roninclass

MAGICIAN



Sheba's and Ivan's default class; magicians are a speedy bunch, and the Whirlwind Psynergy is required to get through many of the game's dungeons.

CLASS	DJINN REQUIRED	HP	PP	ATK	DEF	AGL	LUCK
Wind Seer	—	-	-20%	+40%	-20%	+10%	+30%
Magician	Jupiter x2	-10%	-	+50%	-10%	-	+40%
Mage	Jupiter x4	+10%	-60%	-	+10%	+50%	+10%
Magister	Jupiter x6	+30%	-70%	+10%	+20%	+80%	+10%
Sorcerer	Jupiter x8	+50%	-80%	+20%	+30%	+80%	+10%

LEVEL	PSYNERGY	LEVEL	PSYNERGY	LEVEL	PSYNERGY
1	Whirlwind	12	Sleep	22	Resist**
4	Ray	14	Storm Ray	26	Shine Plasma
5	Impact*	17	Bind	36	Destroy Ray
6	Ward**	18	Tornado	44	Tempest
8	Plasma	21	High Impact*	50	Spark Plasma

* Class must be higher than Magician

** Class must be higher than Magister

MARINER



Mia's default class; the PP increases are nice, and the Wish Psynergy allows her to heal the entire party.

CLASS	DJINN REQUIRED	HP	PP	ATK	DEF	AGL	LUCK
Water Seer	—	-10%	+30%	-10%	-	-20%	-30%
Scribe	Mercury x2	-	+40%	-	-10%	-10%	-30%
Cleric	Mercury x4	+20%	-10%	+20%	+10%	+10%	-
Paragon	Mercury x6	+40%	-20%	+60%	+20%	+30%	-
Angel	Mercury x8	+60%	-30%	+70%	+30%	+40%	-

LEVEL	PSYNERGY	LEVEL	PSYNERGY	LEVEL	PSYNERGY
1	Ply	9	Tundra	24	Glacier
2	Frost	13	Restore	30	Break
4	Ice	16	Ply Well	34	Pure Ply
5	Cure Poison	17	Ice Horn	42	Ice Missile
8	Wish*	22	Wish Well*	46	Pure Wish*

* Class must be higher than Cleric

**** Changes to Planetary after Paragon class

**** Changes to Planetary after



WATER SEER

Felix Isaac Piers Mia

The Water Seer is a good class if you're looking for lots of healing Psynergy. Attack Psynergy is fairly weak until level 29, however.

CLASS	DJINN REQUIRED	HP	PP	ATK	DEF	AGL	LUCK
Seer	N/A	Venus x1	+10%	-10%	-10%	+10%	-
Diviner	N/A	Venus x2	+10%	+10%	-	-	+20%
Shaman	N/A	Venus x3	+10%	+20%	-	-	+20%
Mercury x6	Venus x4	+20%	+50%	+30%	+10%	+30%	-
Druid	Mercury x7	Venus x5	+50%	+70%	+30%	+30%	+50%
Oracle	N/A	Venus x6	+70%	+80%	+40%	+40%	+80%

* Class must be higher than Shaman

WIND SEER

Felix Isaac Sheba Ivan

Wind Seers receive the same parameter increases as Water Seers, but they learn a few different types of Psynergy.

CLASS	DJINN REQUIRED	HP	PP	ATK	DEF	AGL	LUCK
Seer	N/A	Venus x1	+10%	+30%	-10%	+10%	-
Diviner	N/A	Venus x2	+10%	+40%	-	-	+20%
Shaman	N/A	Venus x3	+20%	+50%	+30%	+10%	-
Mercury x6	Venus x4	+50%	+70%	+30%	+30%	+50%	-
Druid	Mercury x7	Venus x5	+70%	+80%	+40%	+40%	+80%
Oracle	N/A	Venus x6	+70%	+80%	+40%	+40%	+80%

* Class must be higher than Shaman

MEDIUM

Sheba Ivan Piers Mia

Mediums don't get much of an ATK boost considering how many Djinn they have, but the Psynergy makes up for it.

CLASS	DJINN REQUIRED	HP	PP	ATK	DEF	AGL	LUCK
Seer	N/A	Venus x1	+10%	+30%	-10%	+10%	-
Diviner	N/A	Venus x2	+10%	+40%	-	-	+20%
Shaman	N/A	Venus x3	+20%	+50%	+10%	+10%	-
Mercury x6	Venus x4	+50%	+70%	+30%	+30%	+50%	-
Druid	Mercury x7	Venus x5	+70%	+80%	+40%	+40%	+80%
Oracle	N/A	Venus x6	+70%	+80%	+40%	+40%	+80%

* Class must be higher than Shaman

RANGER

Sheba Ivan Piers Mia

The Ranger class is extremely well-rounded. Characters receive a substantial increase for every parameter and learn an impressive mix of elemental Psynergy.

CLASS	DJINN REQUIRED	HP	PP	ATK	DEF	AGL	LUCK
Ranger	N/A	Venus x3	+30%	+60%	+20%	+80%	+20%
Bard	N/A	Mars x4	+30%	+60%	+30%	+80%	+20%
Warlock	N/A	Mars x5	+70%	+80%	+40%	+40%	+80%

* Class must be higher than Shaman

DARK IMAGE

Ivan Piers Mia Sheba

The Dark Mage class requires a character to equip the Togameghicon. Some of the Psynergy is unique to this class.

CLASS	DJINN REQUIRED	HP	PP	ATK	DEF	AGL	LUCK
Dark Mage	Fire & Water	Mercury x1	+20%	+40%	+20%	+10%	+40%
Crypt Lord	Water & Earth	Mercury x2	+20%	+40%	+30%	+10%	+50%
Necromage	Water & Earth	Mercury x3	+30%	+70%	+20%	+20%	+60%
Necromage	Water & Earth	Mercury x4	+60%	+100%	+30%	+30%	+70%

* Class must be higher than Necromage

** Character must have defeated Bullahan*

DRAGOON

Felix Isaac Jenna Garet

Characters in the Dragoon class get impressive HP, ATK and DEF parameter boosts. They also learn Ply, making them great multitaskers.

CLASS	DJINN REQUIRED	HP	PP	ATK	DEF	AGL	LUCK
Dragon	Mercury x3	Mercury x3	+60%	+30%	+40%	+10%	+30%
Templar	Mercury x4	Mercury x4	+80%	+40%	+50%	+20%	+30%
Paladin	Mercury x5	Mercury x5	+100%	+50%	+60%	+30%	+30%

* Changes to Plume Edge after the Templar class

PIPER

Felix Isaac Jenna Garet

As you might expect, Ninjas are the most agile class in the game. They also learn many unique types of Psynergy.

CLASS	DJINN REQUIRED	HP	PP	ATK	DEF	AGL	LUCK
Ninja	Jupiter x3	Jupiter x3	+60%	+40%	+50%	+20%	+20%
Disciple	Jupiter x4	Jupiter x4	+80%	+50%	+60%	+30%	+20%
Master	Jupiter x5	Jupiter x5	+100%	+60%	+70%	+40%	+20%

* Changes to Death Leap after the Disciple class

PILGRIM A

Jenna Garet Piers Mia

Characters in the Pilgrim A class receive decent parameter increases, but they don't learn their fire and healing Psynergy until they become Ascetics.

CLASS	DJINN REQUIRED	HP	PP	ATK	DEF	AGL	LUCK
Pilgrim	N/A	Mars x1	+10%	+20%	-10%	-	+20%
Wanderer	N/A	Mars x2	+10%	+30%	-	+10%	+20%
Ascetic	Mercury x6	Mars x3	+20%	+40%	+10%	+20%	+20%
Water Monk	Mercury x7	Mars x4	+50%	+60%	+30%	+60%	+20%
Guru	N/A	Mars x5	+70%	+70%	+40%	+50%	+20%

* Class must be higher than Ascetic

PILGRIM B

Jenna Garet Sheba Ivan

The parameter increases are identical in both Pilgrim classes, but characters in the Pilgrim B class learn support Psynergy instead of Wish.

CLASS	DJINN REQUIRED	HP	PP	ATK	DEF	AGL	LUCK
Pilgrim	N/A	Mars x1	+10%	+20%	-10%	-	+20%
Wanderer	N/A	Mars x2	+10%	+30%	-	+10%	+20%
Ascetic	Jupiter x6	Jupiter x3	+20%	+40%	+10%	+20%	+20%
Water Monk	Jupiter x7	Jupiter x4	+50%	+60%	+30%	+60%	+20%
Guru	N/A	Jupiter x5	+70%	+70%	+40%	+50%	+20%

* Class must be higher than Ascetic

TAMER

Ivan Piers Mia Sheba

A character must possess the Trainer's Whip to become a Tamer. Tamers are unique in that they learn a different set of Psynergy for each class.

CLASS	DJINN REQUIRED	HP	PP	ATK	DEF	AGL	LUCK
Tamer	N/A	Mercury x1	+20%	+40%	+20%	+10%	+40%
Trainer	Mercury x2	Mercury x1	+10%	+30%	+10%	+10%	+30%
Beastkeeper	Mercury x3	Mercury x2	+30%	+70%	+20%	+20%	+40%
Beast Lord	Mercury x4	Mercury x3	+60%	+90%	+30%	+30%	+50%

* Class must be higher than Necromage

** Character must have defeated Bullahan**

BEAST LORD

Ivan Piers Mia Sheba

The Beast Lord class is the most powerful class in the game. Characters receive a substantial increase for every parameter and learn an impressive mix of elemental Psynergy.

CLASS	DJINN REQUIRED	HP	PP	ATK	DEF	AGL	LUCK
Beast Lord	N/A	Mercury x1	+20%	+40%	+20%	+10%	+40%
Wild Wolf	Mercury x2	Mercury x1	+10%	+30%	+10%	+10%	+30%
Curse Poision	Mercury x3	Mercury x2	+30%	+70%	+20%	+20%	+40%
Impact	Mercury x4	Mercury x3	+60%	+90%	+30%	+30%	+50%

* Class must be higher than Necromage

** Character must have defeated Bullahan**

CALL DULLAHAN

Ivan Piers Mia Sheba

The Call Dullahan class is the most powerful class in the game. Characters receive a substantial increase for every parameter and learn an impressive mix of elemental Psynergy.

CLASS	DJINN REQUIRED	HP	PP	ATK	DEF	AGL	LUCK
Call Dullahan	N/A	Mercury x1	+20%	+40%	+20%	+10%	+40%
Call Demon*	Mercury x2	Mercury x1	+10%	+30%	+10%	+10%	+30%
Condemn	Mercury x3	Mercury x2	+30%	+70%	+20%	+20%	+40%
Fire Inferno	Mercury x4	Mercury x3	+60%	+90%	+30%	+30%	+50%

* Class must be higher than Necromage

** Character must have defeated Bullahan**

BEAST KEEPER

Ivan Piers Mia Sheba

The Beast Keeper class is the most powerful class in the game. Characters receive a substantial increase for every parameter and learn an impressive mix of elemental Psynergy.

CLASS	DJINN REQUIRED	HP	PP	ATK	DEF	AGL	LUCK
Beast Keeper	N/A	Mercury x1	+20%	+40%	+20%	+10%	+40%
Orc	Mercury x2	Mercury x1	+10%	+30%	+10%	+10%	+30%
Curse Poision	Mercury x3	Mercury x2	+30%	+70%	+20%	+20%	+40%
Impact	Mercury x4	Mercury x3	+60%	+90%	+30%	+30%	+50%

* Class must be higher than Necromage

** Character must have defeated Bullahan**

BEAST WARRIOR

Ivan Piers Mia Sheba

The Beast Warrior class is the most powerful class in the game. Characters receive a substantial increase for every parameter and learn an impressive mix of elemental Psynergy.

CLASS	DJINN REQUIRED	HP	PP	ATK	DEF	AGL	LUCK
Beast Warrior	N/A	Mercury x1	+20%	+40%	+20%	+10%	+40%
High Impact	Mercury x2	Mercury x1	+10%	+30%	+10%	+10%	+30%
Whiplash	Mercury x3	Mercury x2	+30%	+70%	+20%	+20%	+40%
Impact	Mercury x4	Mercury x3	+60%	+90%	+30%	+30%	+50%

* Class must be higher than Necromage

** Character must have defeated Bullahan**

BEAST PRINCE

Ivan Piers Mia Sheba

The Beast Prince class is the most powerful class in the game. Characters receive a substantial increase for every parameter and learn an impressive mix of elemental Psynergy.

CLASS	DJINN REQUIRED	HP	PP	ATK	DEF	AGL	LUCK
Beast Prince	N/A	Mercury x1	+20%	+40%	+20%	+10%	+40%
Impact	Mercury x2	Mercury x1	+10%	+30%	+10%	+10%	+30%
Pyroclasm	Mercury x3	Mercury x2	+30%	+70%	+20%	+20%	+40%
Impact	Mercury x4	Mercury x3	+60%	+90%	+30%	+30%	+50%

* Class must be higher than Necromage

** Character must have defeated Bullahan**

BEAST SORCERER

Ivan Piers Mia Sheba

The Beast Sorcerer class is the most powerful class in the game. Characters receive a substantial increase for every parameter and learn an impressive mix of elemental Psynergy.

CLASS	DJINN

ADVANCE WARS™ 2

BLACK HOLE RISING



IN ANCIENT TIMES, KINGS AND MILITARY COMMANDERS HONED THEIR STRATEGIC SKILLS PLAYING CHESS. TODAY, STRATEGISTS CAN REST THEIR ROOKS AND PICK UP NINTENDO'S ADVANCE WARS 2: BLACK HOLE RISING FOR GAME BOY ADVANCE. IT PUTS YOU IN COMMAND OF ARMIES, NAVIES, AIR FORCES AND THE FATE OF MILLIONS OF PIXELS.



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★★★ ONCE MORE INTO THE BREACH ★★★



Andy, Sami, Max and all the commanding officers (COs) from the original Advance Wars have a new fight on their hands. Commander Sturm and his powerful Black Hole army are threatening to take over the world. Sturm has improved tactics, revamped combat units, new COs with increased powers, and all-new battle scenarios. Advance Wars 2 has everything turn-based-strategy game fans loved about the first AW, including tons of extra battle maps, multiplayer options and the map editor. There are new CO Super Powers, as well, and a more open Campaign mode. It's a great advance for AWs.



★★★ RETURN ENGAGEMENT ★★★



Veterans of the original Advance Wars campaign will recognize Nell and Sturm. As the chief advisor to the Orange Star army, Nell orchestrated Sturm's defeat. But although Sturm was defeated, he wasn't eliminated. In Advance Wars 2: Black Hole Rising, the maniacal commander has recruited a team of evil COs, and he's hatched a plot to conquer the allied forces of Wars World. Sturm and his cronies have created frightening new ordinance, such as giant cannons and powerful Neontacts. Once

again it's up to Nell to marshal forces to combat Sturm, Kanbei, Drake, Eagle and the other returning COs are joined by additional vets and rookies with some surprising CO powers.



★★★ COMMANDING OFFICERS ★★★

Good commanders know the strengths and weaknesses of their troops, and good Advance Wars players know the strengths and weaknesses of their COs. Each CO has strengths that you need to use to your advantage. Knowing your

COs will let you make the most of each one's skills and avoid suffering a Waterloo. In Advance Wars 2, COs have a Super CO Power in addition to their standard Power. When the time is right, you'll unleash a fury.

THE GOOD GUYS!



THE BAD GUYS!



ANDY

Andy is a whiz with a wrench. He can restore two HP to his units. His new Super CO Power restores five HP and increases his firepower.



SAMI

Sami has the best infantry units in the game. Her CO Powers increase infantry movement and firepower. Her units can capture a city in one turn using Victory March.



MAX

Max's regular power and Super CO Power increase the firepower of direct-contact units. Max Blast also increases unit movement by two spaces.



OLAF

Olaf's forces move farther and fight better in snowy conditions. His Super CO Power inflicts two damage points to enemy units.



KANBEI

Kanbei's units have great offensive and defensive power, but they're expensive. His CO Powers increase his strengths.



SENSEI

The old paratrooper has superior skill with infantry and choppers. His powers spawn infantry or Mech units on all of his cities.

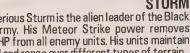


COLIN

Colin's units are a bit green—like their CO—but they cost less to procure than units for any other CO.



THE BAD GUYS!



Mysterious Sturm is the alien leader of the Black Hole army. His Meteor Strike power removes eight HP from all enemy units. His units maintain speed and range over different types of terrain.

FLAK

Flak is all about brute strength. His units have high fire-power, but his attacks aren't always effective. His two CO Powers strengthen his firepower even further, but they aren't sure hits either.

ADDER

Adder builds his CO power faster than other COs do. The normal Power increases his movement range by one space and the Super CO Power increases his range by two spaces.

LASH

Clever little Lash is a brilliant inventor who turns terrain features into firepower bonuses, but her movement drops to one space per unit when she uses her Powers.

HAWKE

When Hawke activates his CO Powers, he gains firepower and recovers one or two HP while his enemies lose one or two HP. His units are expensive to deploy.

★★★ MAPPING OUT A STRATEGY ★★

Advance Wars 2: Black Hole Rising takes place on maps like the one shown here. Players move units across the map and attack

NATURAL TERRAIN

You'll encounter natural terrain features including forests, mountains, oceans, shoals, reefs and rivers. Terrain may affect units by slowing them down or giving them an attack bonus.

BASES AND CITIES

You deploy units from bases. Special bases, such as the navy base, can only special units, such as navy units. Your HQ and cities are useful for repairing damaged units.

FACTORIES

Most units are deployed at factories. You can capture cities, factories and bases with Infantry and Mech units.

enemies. In many scenarios, you'll have to capture cities and build your own units. Every map requires a different strategy.

MISSILE SILO

The Missile Silo is new to Advance Wars 2. The player who reaches the silo first gets to fire a Missile at any target on the map.

MOBILE UNITS

You'll use mobile units for combat. Some units, such as Rockets, use ranged attacks; other units, such as Infantry or tanks, must be adjacent to their targets to attack.

FOG OF WAR

The gray area on the map represents Fog of War. You can't see what the enemy is up to unless you send in units to spy on the enemy territory.

NEOTANK

The Neotank is a new unit developed by the Black Hole Army. It is more powerful than a Mid. Tank.

★★★ THE FRONTLINE ★★

Advance Wars 2 requires both long-term and short-term strategies. In the sample battle shown below, Orange Star CO Andy faces Black Hole CO Flak in the Little Island scenario in Versus mode. The four sample days illustrate the types of command decisions you'll have to make to win the battle.

DAY 1: ENLIST INFANTRY

Everything is equal at the start of the conflict. Each CO has an HQ and two factories, and there are eight neutral cities. Andy's primary strategy will be to capture neutral cities quickly. He begins by building two Infantry units.

DAY 2: DISRUPTION

Andy must capture neutral cities to prevent Flak from taking cities for Day 2. He builds a Recon unit, which is ideal for destroying Infantry units that the enemy will rely on to capture cities. It will give Andy the edge he needs.

DAY 5: HEAVY ARMOR

By now, Andy has captured more cities than Flak, which means he has more money to spend every turn. It's time to put that money to work on some stronger units, such as tanks and artillery.

DAY 12: THE END GAME

By this time it's pretty clear that Andy's strategy is a winner. He has Flak's few remaining units backed into a corner. In a day or two, Andy will defeat the remaining units or capture Flak's HQ.

★★★ THE WAR RAGES ON ★★

Campaign mode includes 33 battles plus three bonus battles, and that's just the beginning of the fun in Advance Wars 2. Spend the points you earn from winning battles to unlock new maps and COs in Hachi's Battle Maps store. There are dozens of challenging War Room, Versus and Pre-Deployed maps waiting for you and other would-be generals. You can even create your own.

WHAT'S YOUR PLEASURE?



Hachi has all sorts of extra goodies in his Battle Maps shop, but he doesn't offer every scenario and CO when you first visit. As you progress through Campaign mode and start accumulating victory points, you'll find new offerings in Hachi's shop. If you want to play all the battle scenarios and use all the available COs, you must visit Hachi many times.



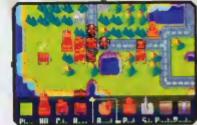
ENTER THE WAR ROOM



War Room maps are extra tests of your ability to command units and conquer enemies. Each scenario pits you against a CO and a challenging situation. All of the War Room scenarios from the original Advance Wars are already unlocked in AW2, and you can purchase many more maps from Hachi. As you win War Room battles, you'll earn points that you can spend on even more maps and COs. As in all battles, you'll earn letter rankings. Your ultimate goal is to score the S ranking.



BUILD A BETTER BATTLE!



The campaign begins in Orange Star with several easy missions to warm you up. Nell provides strategic tips and details about AW2's units. After the first few battles, flags representing new battles will appear on various territories on the Wars World map. You can check each mission's level of difficulty by moving the cursor over each flag. Choose any mission you want. Every country contains a hidden map to a bonus area, where the Black Hole Army is developing high-tech weapons.



The Design Room option lets you build your own battle maps. The editor gives you complete control to create terrain and to place bases, cities, roads, pipelines and even units. Once you save your map, you can access it in the Versus mode, assign a CO to command the opposing army, or let a friend challenge you. You can create and save three maps at a time and trade maps with your friends using the Game Boy Advance Game Link Cable.



★★★ ADVANCE INTELLIGENCE ★★

Advance Wars 2: Black Hole Rising will be deployed at retailers on June 23. Nintendo and Intelligent Systems have combined their talents once again to create a brilliant and entertaining strategy game. AW2 contains so many battles and strategies that the game remains fresh no matter how often you enter the trenches. NP will begin strategic briefings next month.



Wario Ware, Inc.TM

MEGA MICROGAME\$!

EVERYONE
E
ESRB
Comic Mischief

©2003 Nintendo



Wario's Got Game

Move over, Mr. Miyamoto! Wario's in the video game business and he's churning out the hits at a record-breaking pace. Where's Wario? He's every-where in Nintendo's *Wario Ware, Inc.: Mega Microgames* for the GBA. He's hopping, babbling and spinning out of control in a string of mini-challenges that add up to a megadose of frantic fun. Get ready to zap, jump, dodge and volley until your thumbs are sore. Wario's on a roll. Are you game?

Everything Under the Sun!



Unlimited Unlocking

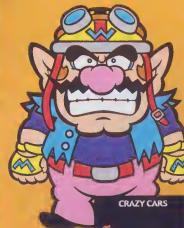


You'll unlock new games by clearing game channels, outscoring Jimmy, finishing the final challenge and racking up high scores on the game grid.

nintendopower.com

Wario Rules

Hit with a fit of brilliance, Wario has decided to dish out games galore and make a wad of cash in the process. Wario Ware, Inc. begins in the greedy one's programming lair where he's cooked up a batch of zany prototypes with one-word instructions and no downtime. Prepare for a wacky game attack.



CRAZY CARS

DODGE BALLS

THE MAZE THAT PAYS

REPELLION

SUPER WARIO BROS.

HECTIC HIGHWAY

WARIO WEAR

I SPY

MUG SHOT

LOG CHOP

HEADS UP

SKI JUMP

SNOWBOARD SLALOM

SET-N-SPIKE

HURRY HURDLES

PUTT FOR DOUGH

HIGH HOOPS

BALANCING ACT

Sparring Wario

Jumping and Germs

Punch-Out

Jump Forever

Dr. Mario

High Score USA

Dr. Mario

Jumpin' Rope

WarioWare, Inc.



Dribble & Spitz

Cabbie Dribble and his copilot, Spitz, want to take you for a ride. The dog-and-cat duo put the spotlight on the sci-fi genre, but they mix in driving games and miscellaneous challenges from Wario's collection, too. Hang on for 25 games to reach the journey's end.



Mona

Scooter enthusiast Mona is late for her gelato-serving gig. By clearing 15 of her strange-genre games, you can help her reach her destination without getting stopped by the cops. Strange indeed.



Nail Call



A hammer floats left and right over a nail in Mona's nail stage. Press A when the hammer is directly over its target to score a square hit. You'll win if you drive the nail all the way in before time runs out.



Great Rolling Roosters!

A victory on Mona's channel will earn you the two-player game Chicken Race. Press L or R to cock back the giant foot, then release the button to hit your bird on its board. The skateboarding chicken that rolls farthest without going over the edge wins.



Galaxy 2003



The cabbie boss stage is a futuristic space-shooter with old-school flare. Zap the flying shapes and collect the power-ups to give your ship more firepower, then hit the solid ball when it bounces out of its shield.

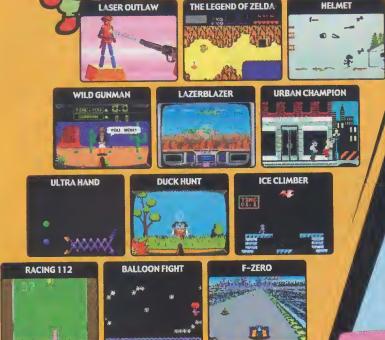
Clean Up Caper

By clearing the Dribble and Spitz stage, you'll unlock Chiritorie, a two-player vacuum cleaner challenge circa 1979 that was never released in the states. Press L or R to propel your cleaner into the scattered trash.



9-Volt

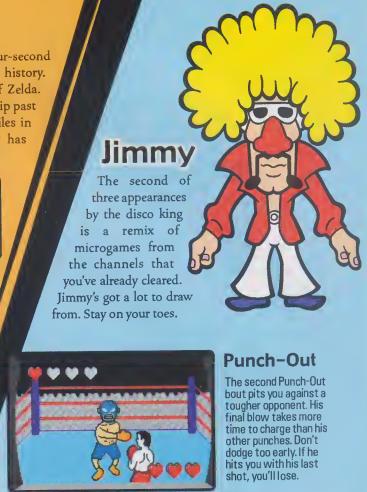
Gamenut 9-Volt offers a full slate of four-second classics that cover Nintendo's game history. Rush to a dungeon in The Legend of Zelda. Defeat the Mother Brain in Metroid. Zip past the competition in F-Zero. Blast missiles in LazerBlazer. 9-Volt's 25-title library has them all, and more!



Ultra Machine

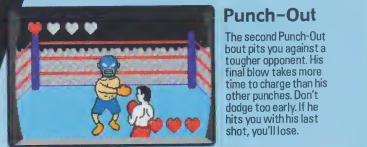


After a string of 14 microgames, 9-Volt will pull out the pitching machine. The mechanical pitcher throws high-speed, hanging curves. If you swing at the right time, you'll connect. If not, you'll whiff. Study the ball's trajectory and press A when the ball is close.



Jimmy

The second of three appearances by the disco king is a remix of microgames from the channels that you've already cleared. Jimmy's got a lot to draw from. Stay on your toes.



Punch-Out

The second Punch-Out bout pits you against a tougher opponent. His finisher takes more time to charge than his other punches. Don't dodge too early. If he hits you with his last shot, you'll lose.

Skate and Splat

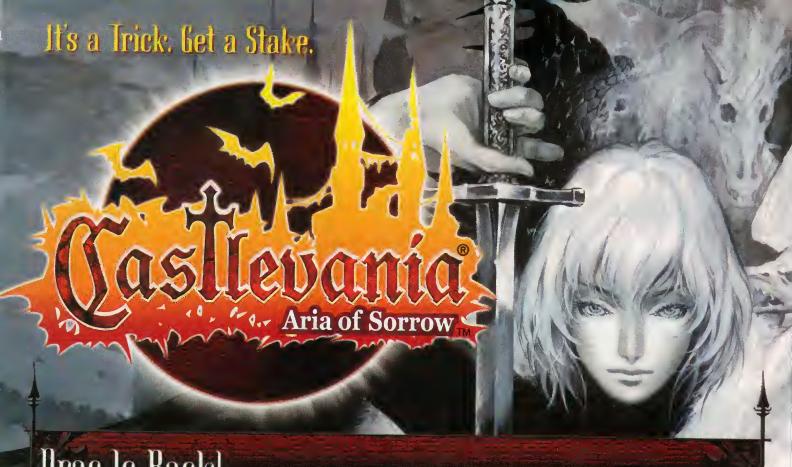
Victory over yellow-haired Jimmy will earn you SkatingBoard, a variation of the City Surfer microgame. If you score 25 or more points against him, you'll unlock the Fly Splatter minigame.



Game Over? No!

Wario Ware, Inc. is a long blizzard of short games. Even when you think it's over, it's not—ever. Up next, Orbulton, Dr. Cryog and Kao send their games your way. There's much more to play—more than 200 microgames in all—and many more minigames to unlock. Game on!

It's a Trick. Get a Stake.



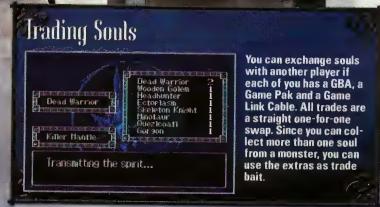
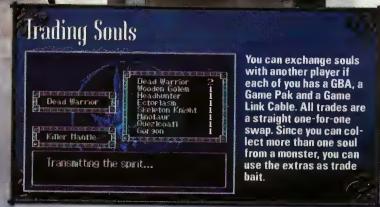
Drac Is Back!

As Konami's latest GBA title opens, the year is 2035 and the first total solar eclipse of the century is about to occur. Samo Cruz is an exchange student visiting the Hakuba Shrine for a little peace and quiet—when suddenly darkness overcomes him. When he awakens, he finds himself in the most diabolical place imaginable—Count Dracula's Castle! With the life of his friend Mina hanging in the balance, Samo must find Dracula and defeat the evil once again.

The Soul of the Matter

Soma Cruz has a unique power—the ability to capture and use the souls of his enemy. Each monster in the game has a soul (there are more than 100 creatures), and they all do something different. Collecting souls and using them wisely is the secret to defeating Dracula.

Every time you defeat an enemy, you have a chance to collect its soul. The higher your Luck attribute, the better the chance a soul will appear. You can also purchase a special ring near the end of the game that will make souls appear more often.



The Remarkable Soma Cruz

Soma Cruz has a number of special talents, all of which are listed on the pause screen. He has four talents in addition to the ones on the right. Select Item Use to use items such as potions, Sleep to shut the GBA down temporarily, Config to change options and Enemy to view a list of known foes.



→ Soul Set

he hand grenades.

Soma can use three souls at a time—known as a Soul Set. The first soul is usually an offensive weapon (Press Up and A to use), the second a special talent (press R to use), and the third a status-altering ability (equipped automatically).

Equip

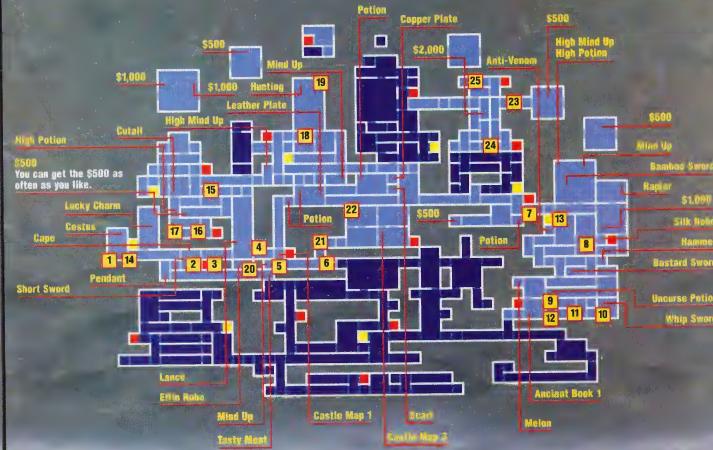
There are lots of weapons, armor and accessories in the game. Check out which one gives you the best stats, then press the A Button to equip it.

Ability

You will learn special abilities as you progress through the game. Some of them are automatic, but you must trigger others with button combinations. You can turn abilities off, but there's no reason to do so.

What a Lovely Castle You Have, Count

The map below is Dracula's Castle. The light blue portions are areas that we're covering in the walk-through; the dark blue portions are areas further into the game. We've called out portions, weapons and all amounts of money \$500 or higher.



Castle Corridor

The first boss is a huge skeleton known as the Creaking Skull. It's not so tough, but you'll want to gain a couple of experience levels before you take it on.

1 Meet Genya Arikado

Genya Arikado is a grumpy young man with incredible powers who will grill you when you arrive at the castle. After the initial conversation (during which you'll get your first soul), you won't see him again for a long while.



2 You Shall Find Me a Grave Keeper Man

Head straight down the first corridor, taking out zombies as you go. When you go through a door, walk across the water to a small platform, lift the decorative statue in the middle of the platform to learn the Grave Keeper ability—which lets you backdash by pressing L.

3 The Safe Room

If you keep heading right, you will encounter a save point. Save points are the only places where you can save your game, and they also restore all missing health and mana. Save them out and use them often—it's the only way to restore health aside from using expensive potions.

The Chapel

You must learn the Flying Armor ability before you can reach the Manticore. You'll also meet a strange character along the way who is much more than he seems.

5 The Wall Came Tumblin' Down

When you reach the room marked on the map, drop to the bottom of the screen and hit the left-hand wall to reveal a secret passage. Once you get the Peeping Eye soul, you can use it to see breakable walls.

6 Armor Can Fly! Cool!



The Flying Armor is located in a nook at the far end of a water-filled room (head left from the Creaking Skull's lair to find it). Once you get the Flying Armor, return to the room where the Peeping Eye is and go up as far as you can. When you reach the top of the room, use the Flying Armor to soar to the other side.

Helpful Tactical Souls

The blue boxes in the article indicate souls that Nintendo Power found to be particularly helpful. Of course, you can use any soul you have.

Merman

Fires a water pistol that damages monsters

Axe Armor

Throws axes at enemies

4 Creaking Skull LEVEL 4 RECOMMENDED

Rush in and attack the head of the Creaking Skull. When it raises its arm, get back so it doesn't hit you with a bone club. The Axe Armor and Flying Skeleton souls will let you attack from a distance.

Helpful Tactical Souls

Buer

Creates a revolving wall of flame that helps protect you from enemies

Ghost

Summons a spirit that will help you fight evil

Giant Ghost

Provides a protective barrier

Zombie Soldier

Throws hand grenades

7 Dr. Jones, I Presume?



Graham Jones claims to be a missionary of some kind, but no missionary would be caught dead in such a bad suit. You'll see him in town, so talk to Mr. Jones in the future—for now just talk to him and move on.

8 Manticore LEVEL 8 RECOMMENDED



The Manticore will attack with multiple weapons, including its nasty tail—fight back with long-distance soul attacks. If it comes you, jump onto a platform and use the Flying Armor to reach the other side of the room.

The Study

There are some great souls inside the Study area of the castle. If you want a particular soul, you can leave a room and come back to make the monster respawn.

9 Meet Yoko Belnades

Yoko is a vampire hunter who has come to the castle to finish off Dracula. Don't be fooled by her good looks and bright pink vest—Yoko is one tough cookie.



10 In the Mouth of Madness

Deep inside the study, you'll find a door shaped like a mouth. Open it and you'll see Dracula's mouth. Use the Flying Armor to dash inside when the mouth is agape. Once you enter, take a moment to find the powerful Whip Sword.

11 Great Armor LEVEL 12 RECOMMENDED

To attack the Great Armor, get right next to it and crouch, then start attacking. When it stabs with its sword, the weapon will fly harmlessly over your head. Just don't let it step on you.

Helpful Tactical Souls

Ectoplasm

Grants you immunity to all curses

Fleaman

Hops around madly, damaging any enemy it touches

Catoblepas

Breathes a petrifying cloud into the air

Minotaur

Strength is increased by eight points

The Dance Hall

There's a lot of jumping to do in the dance hall, so put on your best shoes. If you want to go soul hunting, try to get a Ghost Dancer soul—it will increase your Luck by four and make it a little easier to find souls.

12 Meet Hammer

Hammer has decided to open a store inside an abandoned castle. Although he may not have business savvy, he's a good source of weapons, items and armor. The store is at the castle entrance.



Get the Malphas



The Malphas has a fancy name, but it's essentially a double jump. Once you get it, you can pin it to the wall. If it jumps, then chase it again in midair to jump even higher. It will let you access multiple areas that were unreachable before.

Helpful Tactical Souls

Wooden Golem

Magic Point recovery rate is increased

Nemesis

Makes you invisible to nearly all enemies with a cloaking shield

Creaking Skull

Attacks enemies from the rear

Evil Butcher

Throws sharpened butcher knives



13 Warp Speed



The double jump will allow you to reach a warp point inside the dance hall. You can use warp points (there are a total of eight in the game) to move from one part of the castle to another. Press Up while standing under the picture to activate a warp.

15 Meet J



A mysterious man named J has become a member of the local castle for some time. He has no memory and only a vague idea of his purpose in life, but he will become very important later in your quest.

The Inner Quarters

17 Blazing Skeletons



The Skeleton Blexa is inside a room at the bottom portion of the Inner Quarters. The ability lets you perform a sliding kick that is great for taking out ground-based enemies and slipping through tight spaces—such as the entrance to the Inner Quarters. Press Down and A to use it.

Floating Gardens/Clock Tower

19 Walk on the Ocean



The Undine, a soul that lets you walk on the water's surface, is located near the very top of the castle (almost directly above the room where you battled the Headhunter). You must equip the Undine as part of your Soul Set to access certain areas of the castle.

14 Hammer Knocks Out High Prices!



On your first trip to Hammer's shop, buy Castle Map 2, potions, Mind-Ups and any weapons or armor that you want. You can sell weapons and armor for gold, but weapons that have unique swing patterns (such as the hammer) so you can break walls above and below you.

16 Big Golem LEVEL 15 RECOMMENDED



The best way to take down a Big Golem is by attacking its feet. Jump back when it swings its arm at you, and watch for rocks to fall from its mouth. The Valkyrie is a great soul to use in the battle.

The Inner Quarters

17 Blazing Skeletons



The Skeleton Blexa is inside a room at the bottom portion of the Inner Quarters. The ability lets you perform a sliding kick that is great for taking out ground-based enemies and slipping through tight spaces—such as the entrance to the Inner Quarters. Press Down and A to use it.



Death comes for thee! The old robes one is waiting for you at the top of the clock tower, so grab your favorite souls and get cracking.

20 Highway Robbery



Return to a warp point and go back to Hammer's shop to stock up on supplies, then go to the point marked 20 on the map to get the Elfin Robe. It's the best armor available until later in the game.

Helpful Tactical Souls

Manticore

Transforms into a magical beast that rushes at enemies

Cockatrice

Fires a beam of petrification

Mandrakora

Kills enemies with a scream

Valkyrie

Slashes enemies with its sword

Bomber Armor

Attacks with an astounding amount of destructive power

Ripper

Stabs enemies with a blood-soaked knife

Kyoma Demon

Gives you temporary invincibility

Medusa Head

Gives you the ability to stop a jump in midair

21 Green Thumbs



You'll have to use the Undine and your double jump to reach the floating gardens. Once you're there, go through the door marked 22 to reach the floating rooms at the north end of the castle.

24 Yoko? Oh no!



Yoko feels that it's time to take the battle directly to Graham. You won't be able to talk her out of it, so let her go and head for Death instead.

25 Death LEVEL 25 RECOMMENDED NP

22 Clockwork



There are live floating rooms that aren't connected to the castle. They have a door at either end, and you'll reach new areas depending on your path. Go through right-hand doors until you reach a save point, then go through left-hand doors to continue toward your battle with Death.

25 Death LEVEL 25 RECOMMENDED NP



The battle is in two stages. In the first you must attack Death's scythe. Hit the small scythes to break them, and run when Death starts to call blue beans from the sky. In the second stage you must attack Death directly. The Valkyrie, Headhunter and Buer souls are all great ones to use.

Children of the Night

After defeating Death, you will be almost exactly halfway through the game. Don't just blast through the rest of it; take your time to find all the hidden items, weapons and souls. And keep a close eye out for two very special items—a sword known as the Clainm Solais and a ring called the Rare Ring. Both will make your soul collecting much easier.



DONKEY KONG COUNTRY

Donkey Kong and Diddy swing onto the Game Boy Advance in a remake of the Super NES classic.



©1994, 2003 Nintendo.

RETURN OF THE KONGS

When Donkey Kong Country was first released on the Super NES in 1994, it took the world by storm with its revolutionary rendered graphics and massive adventure spanning over

100 levels. Nine years later, Nintendo's bringing one of the most beloved platformers of all time to the Game Boy Advance. Can you defeat King K. Rool and reclaim Donkey Kong's bananas?



BONUS GAMES & EXTRAS

In addition to the main story mode, there are a number of bonus games and extras in Donkey Kong Country with which to occupy your time (some of which are new to the GBA

version of the game). You can play both Funky's Fishing and Candy's Dance Studio with a friend via the Game Boy Advance Game Link Cable.

Funky's Fishing

Donkey Kong and Diddy have gone fishin'. Press Up and Down on the Control Pad to raise and lower your hook, then press the A Button to reel in the fish. You can perform a Kombo (giving you more points and adding time to the clock) by catching multiple fish of the same color on the same hook.

Complete Funky's challenges in each region to win prizes.



DK Attack

DK Attack is a race against the clock in which you must accumulate as many points as possible to earn a ribbon. Levels become available in DK Attack only after you finish them in the main game. Achieve a perfect rating on every level to unlock a new background for the DK Attack menu screen.

Time and Items



Pick up as many items as you can on your way to the exit, but don't back-track – time is of the essence. Speaking of which, the time icons scattered throughout each level will add valuable seconds to your remaining time. Some are pretty well-hidden, so keep an eye out for them.

Bonus Points



You'll receive bonus points for getting both Kongs through the level and for finishing with an animal buddy. You can also rack up major points by bouncing on consecutive enemies without touching the ground. The more enemies you defeat in a row, the more points you'll earn.

Candy's Dance Studio

Donkey Kong's a dance, dance, dance, dance, dancin' machine! Keep an eye on the beat indicator at the top of the screen, and press the corresponding buttons or directions on the Control Pad when they enter the white box in the middle. Keep up the rhythm to impress Candy and win a prize.



Cameras & Cranky Kong

There are 52 cameras hidden in the game. When you find one, you'll open up a picture in your scrapbook. The pictures are new to the GBA version of DDK, and you must collect all of them to finish the game with a 101% completion rating.

Hidden Cameras



Most of the hidden cameras are scattered throughout the levels, but you'll also receive some for completing Funky's Fishing challenges and Candy's Dance Studio. Cranky will even give you one if you visit him in every region.

Cranky Kong



If you can sit through the ol' cranky pants's complaining, you'll usually pick up a clue about whatever region you're in. After you've found all of the bonus areas in the game, Cranky will begin to give you hints regarding hidden camera locations.

MONKEY MOVES

Each of your heroes has strengths and weaknesses, so it's important to choose the right ape for the job. You can tag your

partner by pressing the L Button. If Donkey or Diddy gets knocked out, control will switch automatically to the other character.

Donkey Kong's Moves

Barrel Roll



Perform Donkey Kong's barrel roll by pressing the B Button and Left or Right on the Control Pad. BK will tuck into a ball and roll through his enemies.

Jump



Donkey Kong can't jump as far as Diddy can, but there aren't many creatures that can withstand an 800-pound gorilla bouncing on their heads.

Barrel Toss



Press and hold the B Button to pick up a barrel. Donkey Kong holds the barrel over his head, and he can toss it a lot farther (release B) than Diddy can.

Hand Slap



To perform a hand slap, hold Down on the Control Pad and press the B Button. The ground-shaking attack can defeat enemies and unearth hidden items.

Diddy Kong's Moves

Cartwheel Attack



Execute Diddy's cartwheel attack by pressing the B Button and Left or Right on the Control Pad. It's a little faster than Donkey Kong's barrel roll but not quite as powerful.

Jump



Diddy can jump higher and farther than Donkey Kong can, but he's bounce off of some enemies (like Armies and Krushas) because of his diminutive size.

Barrel Toss



Diddy holds barrels in front of his body. To get any distance on his throws, you have to jump and release B in midair. Both he and Donkey Kong can ride the indestructible Steel Kegs by throwing them against a wall and hopping on as they bounce back.



help you get through tough spots or enable you to reach an item that you couldn't otherwise.

ANIMAL FRIENDS

If you come across a large wooden crate, jump on it to free the animal inside. Each animal has a special ability that can



Rambi

Hold down B or R to make Rambi run. The rhino can charge through enemies and even smash through walls.



Winky

Winky's powerful legs allow him to jump higher than any other animal. He's also the only creature that can defeat Zingers.



Expresso

Though he can't really fly, tapping the A Button in mid-jump causes Expresso to flap his wings and slow his descent.



Enguarde

Enguarde's sharp beak can take out most underwater baddies. Press the A Button to charge into your foes.

KONGO JUNGLE

Your journey begins on Donkey Kong's home turf—Kongo Jungle. Unfortunately, the place is swarming with enemies. You'll need every move at Donkey's and Diddy's disposal to reclaim the jungle from King K. Rool and his army of evil Kremlings.



Wario Ware, Inc.
Mega Microgame



GIFTED GOALIE

Jungle Hijinx

Bonus Areas: 2

Animal Tokens: 2

Balloons: 5

Cameras: 2

Warp Barrels



There's an invisible Warp Barrel in every level of Kongo Jungle. When you hop inside one, you'll be transported to the end of the level automatically. The Warp Barrel in Jungle Hijinx is to the right of the fourth tree, just after the banana arrow.

Donkey Kong's Treehouse



Before moving forward, jump up the cliff to your left and enter Donkey Kong's treehouse at the top. Inside you'll find a 1-Up Balloon (hop on the tire to reach it), and a camera hidden behind the pile of bananas in the corner.

Look Out Below



To expose items hidden underground (such as the Steel Keg pictured to the left), you must stand on them from a great height. Falling from a treetop should do the trick.

Race for 1-Ups



You can get more distance on your jumps by doing a barrel roll with Donkey Kong or a cartwheel attack with Diddy and pressing the B Button in midair. Use these techniques to jump across the treetops, where you can collect four extra lives if you hurry.



Continue Barrels



Every level in DKC contains one Continue Barrel. If you hit it, you'll restart the level from its location if you lose a life.

Spell K-O-N-G



The letters K, O, N, and G appear sequentially in every level. If you collect all four, your reward will be an extra life.

Animal Tokens



You'll find your first Animal Token on a ledge to the right of the Continue Barrel. Collect three identical tokens to enter the corresponding animal's bonus area. For every 100 tokens you collect inside a bonus area, you'll receive an extra life.

Bonus Area 1



Break Rambi out of his crate and charge him into the wall to the right of the letter N to enter the game's first bonus area. Run through the area to collect some bananas and a hidden camera, then jump at the end and grab a 1-Up Balloon.



Bonus Area 2



When you emerge from the first bonus area, charge into the right wall directly below you to enter another bonus area. Stop all three barrels on the same Animal Token to win the token.

Ropey Rampage

Bonus Areas: 2 Animal Tokens: 2 Balloons: 1 Cameras: 0

Rope-Swinging



As the name suggests, Ropey Rampage is all about swinging from ropes. As you're swinging, time your releases carefully so you don't fall into a chasm and lose a life. The key is to wait to jump until the rope has swung as far as it will go in the direction you're moving.

Bonus Area 1



Drop from the treetop where you'll find the letter *O* to land in a Barrel Canyon that will launch you into the level's first bonus area. Jump from rope to rope, collecting bananas as you go, and grab the letter *N* before you exit.

Don't Get Stung



The giant bees, called Zingers, are impervious to the Kong's attacks. You'll have to jump over them—hold the B Button while jumping to give yourself a little extra boost.

Reptile Rumble

Bonus Areas: 3 Animal Tokens: 1 Balloons: 1 Cameras: 1

Bonus Area 1



Pick up the second unmarked barrel you come across and throw it to your right. After taking out a couple of Kremings, the barrel will smash into a wall and reveal the entrance to a bonus area. To grab the extra life inside, you must move quickly before the H-Up balloon floats away.

Bonus Area 2



Bounce off the second tire onto the ledge overhead, then jump into the Bonus Barrel to your left to enter the level's second bonus area. Once inside, simply jump into the first Barrel Cannon and enjoy the ride you'll pick up 36 bananas along the way!

Bonus Area 3



Bounce off the first isolated tire that follows the letter *N* to reach a ledge with a Buddy Barrel and a plain, unmarked barrel on it. Pick up the unmarked barrel and throw it to your right to break open the entrance to the third bonus area. Inside, use the floating tire track to nab all of the bananas overhead.

Going for the Gold



To reach the Enguarde Token, which you'll find shortly after you exit the third bonus area, you must break off one of the jumping blue Kritters nearby. Don't dillydally or the Kritters will move out of range.

Coral Capers

Bonus Areas: 0 Animal Tokens: 1 Balloons: 1 Cameras: 1

Learning to Swim



Swimming in DKC is simple. When you're underwater, press Left and Right on the Control Pad to swim left and right. Press the A Button to swim upward and press Down on the Control Pad to increase your dive speed. Unfortunately, Donkey Kong and Diddy can't attack enemies underwater without Enguarde.

Need a Fin?



To find your aquatic pal, follow the banana arrows. Enguarde's ponytail can be cut out most enemies, but not Croctop. If you get knocked off, retrieve him before he swims away.

Barrel Cannon Canyon

Bonus Areas: 2 Animal Tokens: 3 Balloons: 2 Cameras: 0

Take It from the Top



You can use the Barrel Cannons above the trees to get through the level more quickly. The first series of cannons begins with a barrel above the entrance and leads to a treetop with a Buddy Barrel. Do a cartwheel jump from that treetop to another treetop to your right. From there, jump onto the following treetop to find a Rambi Token and another Barrel Cannon.

One More Shortcut



To access the level's final shortcut, launch from the Barrel Cannon between the two Rambi Kritters and land on the Kritter to the left when it's at the height of its jump. Hold Left on the Control Pad to land on the treetop, then jump into the Barrel Cannon overhead (you may land directly in the cannon after bouncing off the Kritter).

Very Gnawty's Lair

It's time to take out King K. Rool's first boss baddie. As Very Gnawty hops toward you, jump on his head. He'll then leap to one end of the room before coming at you again. With each successive hit, the giant beaver will hop a bit farther and a bit faster—adjust your timing accordingly. Five hits will do him in.

Bonus Area 1



To reach the first bonus area, launch yourself into the wall from the first unmarked Barrel Cannon that follows the letter *O* (you may have to wait for the Barrel Cannon to your right to move out of the way).

Bonus Area 2



After the Continue Barrel, you'll come across a series of dips. Ram a barrel into the right wall of the second and dip to break open an entrance to another bonus area. Launch from the Barrel Cannon inside the bonus area to grab some bananas, a 1-Up Balloon and an Enguarde Token.

Bonus Area 3



I can't believe it. You tried to roll over Gnawty.

BARRELS OF FUN

Very Gnawty may be down for the count, but there are still six more bosses (including King K. Rool himself) standing between Donkey Kong and the remainder of his prized banana hoard. You've learned all the skills necessary to help you survive, but the most difficult challenges are yet to come. Be careful—it's a jungle out there.



LOOK WHAT'S MAKING A SPLASH THIS MONTH!

TITLE WAVE

ROAD TRIP: ARCADE EDITION
TOP ANGLER
WWE CRUSH HOUR
CRAZY TAXI: CATCH A RIDE
DISNEY PRINCESSES

KING OF FIGHTERS EX2: HOWLING BLOOD
ROAD TRIP: SHIFTING GEARS
SEGA RALLY CHAMPIONSHIP
SPACE CHANNEL 5:
ULALA'S COSMIC ATTACK



EVERYONE
ESRB
Violence



ROAD TRIP: ARCADE EDITION

Conspiracy Entertainment's Road Trip: Arcade Edition features a unique blend of track racing and off-road fun in realistic and fantastical settings. The vast array of customizable options are almost as much fun to buy as they are to taunt your friends with.



With a wide variety of customization options—from vibrant paint to weapons to optional body components—you'll be able to create the perfect ride. Deck your car out to race in style and boost your ride's performance.



During competition races, power-ups can give you the boost you need to win—grab them at every opportunity. Press Z to use your power-ups. Some hinder your opponents and others temporarily enhance your car, so use them wisely!



POWER PLAY

Link up Road Trip: Arcade Edition with Road Trip: Shifting Gears for the GBA to unlock a bunch of cool extra features. You'll gain access to new race tracks such as the Hurdle Race and unlock new customization options such as the Pumpkin Car. You know you want to race around in a pumpkin—admit it.



EVERYONE
ESRB

TOP ANGLER



Xicar Interactive's fishing title is sure to hook new and seasoned fishing-game fans alike. The game's interface is simple enough to learn that even beginners can land the big one. Enjoy realistic climate changes, seasons and state-of-the-art fishing gear in four game modes.



POWER PLAY

Do you have what it takes to land a record-sized fish? Experiment with different types of lures and reeling techniques—you'll be winning every tournament in no time.



Cast your line and devise a reeling technique to catch a fish's attention. Once you've hooked a fish, you'll need to reel in your catch without breaking your line or losing the fish. Watch the fish's movements and adjust your reeling accordingly. Don't stress your line too much or you could lose your lure and the fish.

Many variables can affect how many fish you catch. A long cast offers a long distance to reel and will increase the number of fish you lure passes. You can also change the color and type of lure you're using to attract a variety of fish during different weather conditions and seasons. Try various lure weights to gain access to fish in all water depths.



TEEN
ESRB
Mild Language
Suggestive Themes
Violence



ESRB

WWE CRUSH HOUR

The WWE Superstars step out of the ring and into the driver's seat to battle it out demolition-style in THQ's WWE Crush Hour. Complete objectives in 12 unique levels with over 20 WWE Superstars in their decked-out vehicles. WWE fans will appreciate Jim Ross's familiar commentary.



Lay down the law in several battle modes, from exhibition to Season to multiplayer. Customize the rules for each stage by choosing the match type, point's required to win, AI difficulty and more.



Why destroy a stage and your opponents alone when you can do it with a friend? Complete objectives with a pal in co-op, or compete against your buddy in a free-for-all. In season mode, compete against other WWE Superstars to complete objectives in each stage. If you're the first Superstar to complete a stage's objective, you'll win the match and proceed through the season.

POWER PLAY

Pick up big power-ups such as a grenade launcher, mines and laser-guided rockets to lay the smack down on your WWE Superstar opponents. Each time you knock an opponent, you move closer to becoming the victor!





EVERYONE
E
ESRB
Comic Mischief
Mild Language



CRAZY TAXI: CATCH A RIDE

THQ and Sega have teamed up to bring the fast-paced fun of Sega's popular Crazy Taxi series to the GBA. Race against the clock through two huge cities as one of four unique cab drivers. Pick up customers and drop them off before time runs out to rake in the fat fares.



GENA
Choose from four crazy cabbies: Axel, B.D., Gena and Gus. Each driver has a unique driving style and a tricked-out cab—not to mention a whole lot of attitude.



The Crazy Box minigames will push your driving skills to the limit. The challenges range from tackling missions to getting your cab to delivering customers to their destinations under wacky conditions.



Rack up money by performing big combos and close calls. The combo meter in the upper-right corner keeps track of how many combos you've performed. You've got to deliver to collect your fare!



POWER PLAY

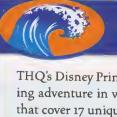
The Crazy Box minigames are great way for practicing and perfecting your driving skills. The Power Play and the Crazy Dash and the Crazy Drift are two of the best to master.



Stop your cab next to a customer and wait for him or her to hop in. Get the fare meter rolling. Follow the arrow to the right to see your customer's desired destination. Once you've reached your goal before time runs out, your customer could give you a nice big tip as a reward—now that's some incentive!



EVERYONE
E
ESRB



DISNEY PRINCESSES

THQ's Disney Princesses places six of the world's most beloved fairy-tale princesses in a charming adventure in which they play the heroines. Each princess's story is composed of chapters that cover 17 unique areas based on the Disney animated features.



Play as all your favorite Disney heroines in adventures based on their Disney fairy tales. As Aurora, Belle, Cinderella, Jasmine and Snow White complete their chores, you'll be whisked away to the ball for an evening of dancing!

In Cinderella's story, clean up after the pesky cat Lucifer and fetch the laundry. If you're good, Lucifer will call for you. After you clean the estate, you'll be whisked away to the ball for an evening of dancing!

At the end of each princess's story, you'll battle her nemesis. In Jasmine's story, evil wizard Jafar has captured the princess and is trying to take over all of Agrabah.



When you complete a princess's story, you'll earn a reward in the storybook chapter from her journal. To earn a sleeping princess pose, as you complete all the Disney Princesses' stories, you'll unlock a fun bonus game starring all the princesses.



POWER PLAY

Collect treasures from each princess's story to earn a Disney-tale treasures book. Each princess has six to eight treasures to find, all based on her tale.



When you look up Read Trip: Shifting Gears for the GBA with Road Trip: Arcade Edition for the GBA, you open up secret features in both games. In Read Trip: Shifting Gears, you'll unlock the special Cube Cup race and unveil the mysterious XCars to use!



TEEN
T
ESRB
Mild Violence



TEEN
T
ESRB
Mild Violence



King of Fighters EX2: Howling Blood features a wide variety of fighters taken from the King of Fighters character roster (three of which are GBA-exclusive), you can form an unstoppable team for the tournament.

Each fighter has special abilities and a remarkable arsenal of extra moves that reflect their unique style. Powerful moves include energy-packed punches, flying kicks, killer throws and magical bursts.

Your teammates will back you up in battles should you need them. Call in a teammate to put the finishing blows on your enemies. Naturally, your teammates have to be conscious to help you out!



POWER PLAY
Press Start to pause a match and check out your character's special moves in the move list. Try out the special moves to really put the hurt on your opponents.



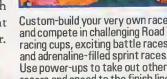
Choose a team of three fighters to battle through each stage in story mode. Before you enter a stage, match your team members with the enemy to ensure success—you can instruct your fighters to battle in any order. As you clear each stage, you'll progress in the tournament and get closer to revealing its secrets.



EVERYONE
E
ESRB
Mild Violence



EVERYONE
E
ESRB
Mild Violence



Take a trip to the Customize shop to tune up your car with a little personal flare. Drop a fast, souped-up engine in your little racer, or give your car the ability to float and fly. The options are endless!



POWER PLAY
Press a button to start a race.



What's more fun than racing? Battle racing! Add a little bazinga to your races in Battle mode by fighting your opponents during each race with power-ups you find along the track. Unlock new tracks as you go.



Nothing shows off a racer's accomplishments like a sparkling trophy collection. View your prized trophies in the museum from the Collection menu. There are six trophies to earn in the game.



EVERYONE
E



POWER PLAY

Do you have the drive to become the rally champion? Earn winnings, buy new cars and race against the top of each stage to win the four rally cups.



SEGA RALLY CHAMPIONSHIP

Speed along wide country roads and winding mountain passes as you jockey for position. Sega Rally Championship will push your driving skills to the limit with realistic tracks, challenging rally cups and multiplayer races. Only the best racers reach the big time—are you up to the challenge?



You'll begin Stage 1, a dusty desert track, in last place. If you learn to control your car around tight curves, you'll be passing your opponents in no time. Get a feel for your car and drive smoothly through each stage—with a little luck you'll be able to finish in first place after Stage 4!



Enter Championship mode and compete in four rally cups—each cup consists of four races. You'll unlock rally cups in the shop as you win. Your racing career begins at the Amateur Cup.

As you win races, you'll unlock four megawinners. Access them from the Extra option on the title screen. Drive the megawine courses and collect as many coins as you can before time runs out—the coins add to your total winnings.

Use your hard-earned winnings to unlock special features and enhance your racing experience at the shop. You can buy better cars, more challenging competitions, new courses and gallery pictures.



EVERYONE
E
Mild Violence
ESRB



SPACE CHANNEL 5: ULALA'S COSMIC ATTACK

Everyone's favorite stellar reporter, Ulala, is groovin' and dancin' her way to the GBA in Sega's Space Channel 5: Ulala's Cosmic Attack. The Mordorians have invaded earth and are forcing their hostages to dance. Ulala's on the scene to report the story, save the hostages and look good doing it!



Watch the Mordorians and listen carefully while they dance. Ulala has to keep up with the beat and mirror the alien dance moves to defeat the invaders—it takes exceptional rhythm to achieve a perfect score.



Rescue all the hypnotized space tourists from the aliens' clutches with your dancing prowess. When the hypnotized hostages appear, beam them up to safety with perfectly timed moves.



POWER PLAY

Things get tougher when the aliens and hostages are thrown in the mix together. Watch the beat and move with both and remember the dance pattern. When it's your turn to dance, press the buttons carefully.



When the alien invaders appear, blast them with your laser gun before they zap you. Use a dance-and-shoot combo to rid the area of Mordorians and save the hostages.



Pudding, a reporter from a rival space channel, is trying to steal Ulala's spotlight. Show Pudding what you're made of and dance her off the air. No one steals Ulala's scoop!

Join the Anniversary BASH

MEGAMAN 15th

WHY SURF THE NET WHEN YOU CAN CONTROL IT.

Mega Man Battle Network 3: Blue version and White version are the biggest, most exciting Battle Network action-role playing adventures yet! Join Mega Man and his pal Lan and friends as they keep the net safe from viruses, cyber criminals and a host of other net-based menaces. Each version features different Mega Man styles, Battle Chip types, enemies, bosses and other surprises to discover and trade!

CAPCOM

GAME BOY ADVANCE

www.capcom.com/megaman

EVERYONE

Mild Violence

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NOW PLAYING
POWER GUIDE TO THE LATEST RELEASES JUNE 2003

EXCELLENT GREAT GOOD SO-SO POOR

TOM CLANCY'S SPINTER CELL

There's more than one way to accomplish your mission in the dark "Cell."

The GCN version of Tom Clancy's Splinter Cell is a breakthrough in 3-D adventure gaming thanks to a tight story, great action and Game Boy Advance connectivity that affects game play significantly.

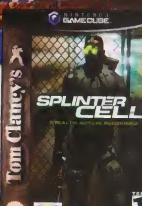
As NSA agent Sam Fisher, you must gather intelligence about a military buildup in the former Soviet Union. You'll start by infiltrating a heavily guarded compound in Tbilisi, Georgia, and rescuing a pair of captured operatives. You must demonstrate athleticism, intelligence and the ability to think in the shadows. You'll slide down zip lines, move hand over hand while hanging from pipes, pick locks and put guards in choke holds before they detect you. When you get to a door, you can use an optic cable to look through to the other side or bust through

COMMENTS: **George**—A great break from shoot-first action games. The look and feel of the game create a cool atmosphere. The story beats that of most secret agent movies. **Steve**—The connectivity additions elevate Splinter Cell to a whole new level of cool. Tie the GBA SP screen up next to your TV—it's like being equipped with real surveillance gear. **Alan**—This game Cells itself.

Ubi Soft 17
1 player
GBA connectivity

ALAN CHRIS GEORGE SCOTT STEVEN
***** ***** ***** ***** *****

TEEN
Blood and Gore
Violence



Ubi Soft 17
1 player
GBA connectivity

ALAN CHRIS GEORGE SCOTT STEVEN
***** ***** ***** ***** *****

TEEN
Blood and Gore
Violence

X2: WOLVERINE'S REVENGE

Hairy hero Wolverine stars in a 3-D slasher that is a cut above the rest.

The pumped-up powerhouse with Adamantium claws strikes fear in the hearts of his enemies in a 24-stage adventure that includes elements from the latest *X-Men* movie but is not a direct adaptation. It begins in Wolverine's dark past and follows a story that centers on the origins of the mysterious Shiva virus. Fellow *X-Men* Colossus, Beast and Rogue make appearances, and Wolverine battles a collection of classic foes, including Magneto, Sabretooth and Lady Deathstrike.

Wolverine's heightened senses allow him to catch an enemy's scent and detect traps, such as mines, even if they are buried. He can cut enemies with his claws when they are unhealed and heal his wounds when they are retracted. Among the mutant's 50 fighting

COMMENTS: **Alan**—This game has issues. It's the worst kind of button-masher—one in which you don't need a lot of skill, talent or even reflexes. **George**—WR works as a button-masher and at a deeper level, too, if you take the time to understand how the Strike moves work. **Scott**—I like the variety of special moves and the level of authentic *X-Men* detail that the game creators included. **Steve**—WR is plagued with camera problems, an awkward battle system and clumsy controls. **Steven**—Wolverine's mutant senses have been well-grafted into the game.

Activation 4
1 player

ALAN CHRIS GEORGE SCOTT STEVEN
***** ***** ***** ***** *****

TEEN
T
Blood
Violence

ESRB

WARIO WARE, INC.: MEGA MICROGAMES

Wario Ware! The video game business will never be the same.

The kooky, colorful and out-of-control style of the Wario Land titles hits a zany new high with a collection of silly and surreal minigames. Greedy Wario has gone into the game business, and with help from a wacky pack of programmers, has devised hundreds of games. The twist is that most of them take about four seconds to play.

Each programmer dishes out a long line of games at a rapid pace. Quick instructions, such as "Pinch," "Aim" and "Grab" tell you what you need to do to be successful. You must think quickly and act before a fast fuse burns out. When you get through a game collection, you'll play a longer Boss Stage minigame.

Much of the game's humor comes from the programmer characters. Jimmy is a disco fiend who sends

COMMENTS: **George**—Wario Ware, Inc. is so joyfully silly I can't help but burst into laughter every time I play. The minigames are all a riot and they just keep on coming! **Chris**—The game's energy, pace and intensity make it hard to put down. Even if it draws copycats, I don't believe the style of Wario Ware, Inc. could be duplicated. **Alan**—It's worth owning just so you can show it to your friends and watch them laugh their butts off. **Jessica**—Words can't describe how cool this game is. **Steve**—It's one of those quirky titles that reminds you of why you play video games.

Nintendo 64 Megahits
1 player

ALAN CHRIS GEORGE JESSICA STEVE
***** ***** ***** ***** *****

EVERYONE
E
Comic Mischief

ESRB

WOLVERINE'S REVENGE

ACTIVISION

ALAN CHRIS GEORGE SCOTT STEVEN
***** ***** ***** ***** *****

TEEN
T
Blood
Violence

ESRB



Nintendo 64 Megahits
1 player

ALAN CHRIS GEORGE JESSICA STEVE
***** ***** ***** ***** *****

EVERYONE
E
Comic Mischief

ESRB



CASTLEVANIA: ARIA OF SORROW

Konami's "Sorrow" makes our reviewers jump with joy.

The always-enteraining Castlevania series continues to dominate the action-adventure genre with its third—and finest—GBA title. Castlevania: Aria of Sorrow takes new adventurer Soma Cruz on a long 2-D journey through Dracula's castle. The vampire hunter earns weapons, tools and the souls of his enemies as he fights through hallways, dungeons and cavernous rooms. Enemy souls—112 in all—give you new ways to attack, from the sonar wave of the giant bat to the electrical discharge of the Lightning Doll. Strong attacks require more magic points than weaker ones, but they do more damage.

The play control is tight, intuitive and fun. As you find tools, you can equip them and use them to overcome obstacles in a way that recalls the item-use and



DONKEY KONG COUNTRY

Donkey Kong delivers a classic side-scroller and lots of extras.

The platform game that started the 3-D rendered graphics phenomenon comes to the Game Boy Advance with its groundbreaking art style intact. Join Diddy Kong and Donkey Kong as they jump, climb and battle through a 30-stage war against the banana-battling Kremling hordes.

As you cross each area, you'll find plenty of bonus items to collect and animal helpers you can use to trample the baddies and break into bonus rooms. Early levels are fairly easy, but the advanced areas can be a real challenge. Each of the game's six large sections ends with a tricky boss battle.

The new DK Attack mode challenges you to enter any unlocked level and zip through the area in the allotted time. Two new minigames give one or two

exploration of the 2-D Metroid games.

The graphics are clear and creative, displaying detailed environments and creative enemies. The story draws you in, but it never gets in the way of the action. Although the adventure is a single-player experience, two players can link GBAs to trade souls between Game Paks.

COMMENTS: Alan—This game is just perfect for the GBA. It has an old-school Castlevania feel to it, along with a great collection system and a few RPG elements. It's a strong contender for the best Castlevania game ever. Steven—The Soul Saver feature gives a new transusion to what's already a thrilling iteration of the Castlevania series. Don't miss this bloody-good adventure. Chris—The graphics are unparalleled, the monsters are original and challenging and the scope of the game is impressive. Steve—Gorgeous visuals and just the right amount of challenge—it's an early contender for game of the year.



- Nintendo/64 Megabits
- 1 to 2 players simultaneously
- 2-player trading feature
- Multi-Pak Game Link

GEORGE ★★★★★
CHRIS ★★★★★
JESSICA ★★★★★
SCOTT ★★★★★
STEVEN ★★★★★

TEEN T Animated Blood Violence
COLLECTOR'S EDITION ESRB



- Nintendo/64 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

GEORGE ★★★★★
JESSICA ★★★★★
SCOTT ★★★★★
STEVE ★★★★★

EVERYONE E
COLLECTOR'S EDITION ESRB

BURNOUT 2: POINT OF IMPACT

- Acclaim
- 1 to 2 players simultaneously

EVERYONE E Mild Violence
COLLECTOR'S EDITION ESRB



Perfectly calibrated controls, realistic graphics and an incredible sense of speed and danger make Burnout 2: Point of Impact one of the most fun driving experiences on the GCA. The latest game in the series includes winding and crowded tracks in six new environments, improved AI, a new training mode (Offensive Driving 101) and the new Crash mode, which allows you to cause costly pileups without paying sky-high insurance premiums.

ALAN ★★★★★
CHRIS ★★★★★
GEORGE ★★★★★
SCOTT ★★★★★
STEVE ★★★★★

- Activation
- 1 to 2 player simultaneously

TEEN T Comic Mischief Violence
COLLECTOR'S EDITION ESRB



The second installment of Activision's GCA exclusive RPG series offers an all-new story that spans 25 locations, an improved card-based battle system with more than 100 new cards and the ability to transform your characters into different forms to gain an edge in battle using summoned monsters and attack cards, the system is somewhat limiting. If you run out of cards, you must restart your mission—a frustrating drawback.

ALAN ★★★★★
CHRIS ★★★★★
JESSICA ★★★★★
SCOTT ★★★★★
STEVEN ★★★★★

- EA
- 1 to 4 players simultaneously

TEEN T Strong Language Strong Lyrics Suggestive Themes Violence
COLLECTOR'S EDITION ESRB



Big characters, smooth animation and a great control scheme make EA's of a world and hip-hop aces. A down-DNA stars more than 30 fictional fighters in an underground party or guide one of four characters through a story that ends in a grapple with fighting-circuit D-Mob. The inventive momentum-building feature helps keep matches exciting and victory within reach.

ALAN ★★★★★
CHRIS ★★★★★
GEORGE ★★★★★
JESSICA ★★★★★
SCOTT ★★★★★
STEVE ★★★★★

- Conspiracy
- 1 to 4 players simultaneously
- Connectivity with Road Trip: Shifting Gears for the GBA

EVERYONE E Violence
COLLECTOR'S EDITION ESRB



Toy cars zip through cheerfully colorful environments in Conspiracy's fun, but uninviting, racer. Select from 10 stylized cars, customize your car's paint job and parts, then hit the track. As you tour miniature courses in one of a dozen locations, you'll pick up items that make your vehicle faster or competing vehicles slower. Connectivity with the GBA Road Trip game unlocks a new car and a new event.

ALAN ★★★★★
CHRIS ★★★★★
GEORGE ★★★★★
SCOTT ★★★★★
STEVEN ★★★★★

TOP ANGLER

- Xcel
- 1 player

EVERYONE E
COLLECTOR'S EDITION ESRB



Reel in a championship catch and become the Top Angler. Xcel's easy-to-learn fishing sim lets you select from dozens of lures and find the fish with up-to-date boating equipment. Drag the line and troll the water. If you get a bite, you can catch the fish with careful manipulation of the Control Stick and C Stick—simple, but fun. The game includes Championship mode and two types of timed fishing challenges.

ALAN ★★★★★
CHRIS ★★★★★
GEORGE ★★★★★
SCOTT ★★★★★
STEVEN ★★★★★

- THQ
- 1 to 2 players simultaneously

TEEN T Mild Language Suggestive Themes Violence
COLLECTOR'S EDITION ESRB



In a world in which Vince McMahon controls the airwaves, more than 20 WWE stars fight for automotive supremacy in a dozen vehicle-battle arenas. The Rock, Stone Cold and the Undertaker are the stars in an all-out demolition derby with weapons and power pickups. The premise is fun and the play control is good, but the driving physics are so incredibly unrealistic that the game loses its edge once the action begins.

ALAN ★★★★★
CHRIS ★★★★★
GEORGE ★★★★★
JESSICA ★★★★★
SCOTT ★★★★★
STEVE ★★★★★

CITY RACER

Striving for a realistic feel, *City Racer* offers up 14 real-life vehicles and more than 20 tracks in six cities. You can enter a championship or participate in seven single-race modes that include a short sudden-death races and police pursuits. Taking away from the realism are simplified graphics, subpar racing physics and the use of kart-game-style power-ups. The game is a mix of racing genres that add up to less than the sum of their parts.

CONFLICT: DESERT STORM

- Gotham Games
- 1 to 4 players simultaneously

The early '90s Persian Gulf War is the subject of Gotham Games' squad-based combat sim. As part of a U.S. Special Forces or British SAS unit, you must infiltrate the enemy camp and complete missions. The graphics are detailed and colorful, and the game play variety is exceptional. You can lead troops, sneak up on enemies and control vehicles. However, frustrating play control and awkward camera movement weaken the game.

DISNEY SPORTS BASKETBALL
• Konami 15
• 1 to 4 players simultaneously

Disney NBA Jam (PC/Mac) **ESRB: E10+ (Everyone 10 and up)**
 Eight Disney stars and a cast of supporting players hit the hardwood for exciting three-on-three basketball. You can play in exhibition mode, shooting and stealing in a basketball tutorial or test your skills in Exhibition, Season and Challenge Cup play. A complex passing and player-set-up scheme makes play control more precisely difficult, but that allows for freer and the excitement level is high.

MICRO MACHINES
• Atari 4
• 1 to 4 players simultaneously

1ST  **2** 

Small vehicles scoot around eight life-size environments in Atari's wacky *Micro Machines*. Join in the fun by racing, set up a tournament or play Battle Grap, as you zip through the varied tracks, your vehicle transforms, becoming a boat for water transport or a flying machine for high terrain. Each of the game's Micro Machines has a personality. The game plays great, but the vehicles are so tiny, the action seems distant and removed.

PIGLET'S BIG GAME

The star of *Piglet's Big Movie* enters the dreams of his Hundred-Acre Wood friends in a game designed for young players and fans of the Winnie the Pooh stories. As you help Piglet help his friends, you'll collect cookies and solve simple puzzles. The game features dozens of high-quality animated sequences from the Pooh story. Piglet doesn't fight enemies, but he does have to jump over lengths that require button-pressing proficiency.

SHREK SUPER PARTY
• TDK 3
• 1 to 4 players simultaneously

Shrek 2 (Sony PlayStation 2, \$49.99) **Shrek 2** is the second game in the Shrek franchise. It's a 3D action-adventure game that follows the story of Shrek and Fiona as they travel to the Land of Far, Far Away to rescue their son, Puss in Boots. The game features a variety of environments, including the swamp, the castle, and the forest. Shrek and Fiona can use their unique abilities to solve puzzles and defeat enemies. The graphics are colorful and the music is fun and upbeat. The game is suitable for players of all ages and is a great way to experience the Shrek movie franchise.

CRAZY TAXI: CATCH A RIDE
• THQ/64 Megabits
• 1 player

EVERYONE
© E Comic Mischief
Mild Language

The image shows the front cover of the Disney Princesses game. It features a white background with the title 'DISNEY PRINCESSES' in large, bold, black capital letters at the top. Below the title is a large, stylized 'E' in black, with the word 'EVERYONE' written horizontally across it. At the bottom of the cover, it says 'CONTENTS INCLUDED' and shows a small illustration of a castle.

Six fairytale heroines hop through 18 chapters of platform action in a suitably easy game for young players. Snow White, hills forest creatures, a princess with a pea, and the *Beauty and the Beast*'s Belle tosses snowballs and Ariel, the Little Mermaid, gets her power from a magic Trident. The graphics have a soft storybook look, and the great music and sound effects add to the game's high production values.

**THE KING OF FIGHTERS
HOWLING BLOOD**
• Acclaim/32 Megabits
• 1 to 2 players simultaneous
• Multi-Pak Game Link

King of Fighters EX2 (MVS) **Rating: 8.5**
 Detailed graphics and 21 characters—all with their own look and style—make the King of Fighters EX2 a compelling Blood & Gore fighter. The fighting, however, is Blood & Gore. The animation is choppy at times, but the play control is tight and responsive. Every fighter has the ability to grab and throw opponents, and you can even add another character on your team for help—a great addition.

ROAD TRIP: SHIFTING G
• Conspiracy/32 Megabytes
• 1 to 4 players simultaneous
• Connectivity with Road Trip
Arcade Edition for the
EVERYONE
Mild Violence
CONTENT RATED BY
ESRB

Playful racer Road Trip: Shifting Gears is a 3-D racing game with cars that run on mostly flat, tracks. Run a single race on your choice of five tracks or enter the Road Trip championship. Collect parts as you race and customize your car for looks and performance. Take a tax from real-world connectivity with Road Trip: Arcade Edition for the GCN, which unlocks a special car and the Cube Grand Prix. **ALAN** ★★★★
CHRIS ★★★★★
GEORGE ★★★★
JESSICA ★★★★★
STEVE ★★★★

SEGA RALLY CHAMPION

- Sega/64 Megabits
- 1 to 4 players simultaneous
- Multi-Pak Game Link

EVERYONE



CONTENT RATED BY
ESRB

Sega Rally (GBA) **34** **7/17/03** **3'01.98** **8087**  The GBA adaptation of arcade classic *Sega Rally* is an interesting blend of racing and simulation. Select from eight licensed cars and drive your way through the front of the pack in a series of multirace rallies. You can spend the points you earn from a good performance on cars to upgrade them. The graphics are sharp and the control is responsive. The winding tracks are fun to race, but they tend to be flat.

The image shows the front cover of the game box for "Space Channel 5: Cosmic Attack". The title is at the top, followed by a large "E" rating from the ESRB. The cover art features a futuristic city skyline with a large alien head in the background.

ULELE'S SCREEN DANCE (Sega Game Gear, \$29.99)  The series that helped start the dance craze is back on the Game Gear. **Adventure**: Dancing aliens have put innocent citizens into a hypnotic trance. It's up to you to guide ace reporter Ulele through 18 stages of dance battles against the aliens to free the citizens. **Play**: The controls are tough. If you don't keep perfect time, you'll get zapped. Play control is tight and the graphics are colorful but sparse. **Chris** 
George 
Jessica 
Steve 
Steve 

BRATZ

- Ubi Soft/32 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

EVERYONE



CONTENT RATED BY
ESRB

Bratz Rockin' Rhythms The popular Bratz gang with a "passion for fashion" moves to the GBA with a cool new game. You can choose any of the five Bratz girls and move to the beat in an 11-stage dance competition. Your character stands on one side of the screen while a graphic on the other side clues you in on what moves to make. A freestyle section during each song lets you improvise and employ your special moves.

DISNEY SPORTS MOTOCROSS
• Konami/128 Megabits
• 1 to 4 players simultaneously
• Multi-Pak Game Link

EVERYONE

CARTOONS RATED BY
ESRB

Disney Sports Motocross (Sony PlayStation 2) **Rating: E**
 Playing like an updated version of *Excitebike* with Disney characters, *Disney Sports Motocross* is a fast and fun racer for up to four linked players. Each of the six Disney characters has unique racing specialties, from Mickey's balanced approach to Pete's need for extreme speed. The game features six ramp-packed racing environments and six racing modes. The difficulty is high, even in the beginning races.

TOM CLANCY'S SPINTER CELL
• Ubi Soft/64 Megabits
• 1 player
• GCN connectivity

TEEN

Mild Violence

Sam Fisher's mission extends to the GBA in a 2-D thriller that—like its GCF counterpart—emphasizes stealthy exploration and behind-the-scenes maneuvering. The direction of the game has great graphics with terrific effects and smooth animation. Your actions (running, climbing, repelling, picking locks and silencing enemies) run the full gamut of covert activity—a fun and deep action game.



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NEXT ISSUE

VOLUME 170 — JULY 2003

BREAK THE ASTOUND BARRIER!



F-Zero GX

Speed alone will put F-Zero GX in the record books. But your jaw will hit the floor when you see how else the GON crew can leave its predecessors in the dust. Next month, you'll find out why F-Zero GX will make wreckage of all previous racers.



WE'VE GOT A LITTLE SECRET

Okay, it's neither little nor a secret—it's now about the biggest games that everyone now knows are right around the corner. In our post-E3 recap, we'll divulge details about every hot GCN and GBA game on the way. You'll be mesmerized.



Mario Kart: Double Dash!!



Soul Calibur II

Great Previews and Reviews



Enter the Matrix



The Hulk



Sonic Adventure DX: Director's Cut



Advance Wars 2: Black Hole Rising

Plus!

- MEGA MAN NETWORK TRANSMISSION
- ARMY MEN RTS
- ULTIMATE MUSCLE: LEGENDS VS. NEW GENERATION
- FINDING NEMO
- FINAL FANTASY TACTICS ADVANCE (GBA)
- DRAGON BALL Z: THE LEGACY OF GOKU II



Wario World

Past, Future and Presents

Next issue, Nintendo Power celebrates its 15th anniversary with lots of surprises—including a sweepstakes in which you could win the megabytes of E3!

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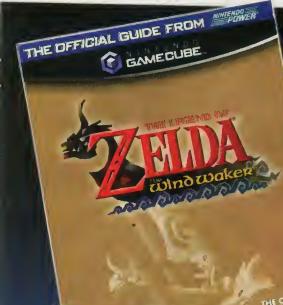
LEGENDS VS. NEW GENERATION



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- Every secret revealed, including special events for transferring clear data from the original Golden Sun



POKÉMON® RUBY VERSION & SAPPHIRE VERSION

The Official Nintendo Player's Guide for PokéMon Ruby Version and PokéMon Sapphire Version solves all of the mysteries. Whether you want to be Hoenn's greatest hero or just to build your PokéMon collection, we'll help you survive the adventure and master the many new game features. The first PokéMon game to hit the Game Boy Advance holds more secrets than ever before—and the pros at Nintendo know all of them!

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Game shown: Advance Wars 2: Black Hole Rising



Game shown: The Legend of Zelda: A Link to the Past featuring Four Swords



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